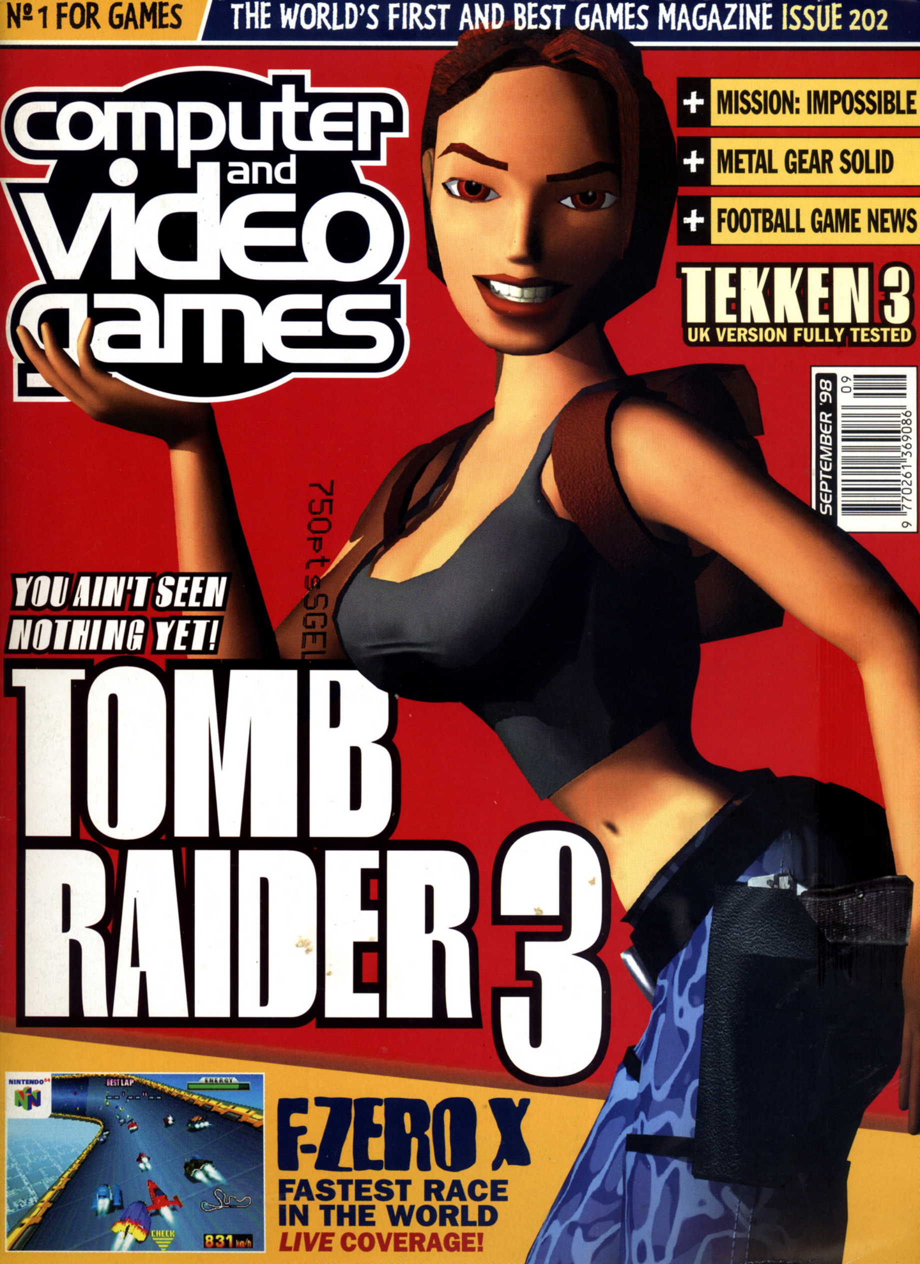


№1 FOR GAMES
THE WORLD'S FIRST AND BEST GAMES MAGAZINE ISSUE 202
computer and video games
+ MISSION: IMPOSSIBLE
+ METAL GEAR SOLID
+ FOOTBALL GAME NEWS
TEKKEN 3
UK VERSION FULLY TESTED
SEPTEMBER '98
09
9 770261 369086
750pts SGEL
YOU AIN'T SEEN NOTHING YET!
TOMB RAIDER 3
NINTENDO64
BEST LAP
ENERGY
CHECK
831 km/h
F-ZERO X
FASTEST RACE IN THE WORLD
LIVE COVERAGE!

SONIC COMING TO DREAMCAST!



You're looking at the mysterious piece of art used by Sonic Team to announce that their greatest creation is on his way to Dreamcast. None other than Sonic The Hedgehog.

On the 22nd of August 1998 Sonic Team are holding a free public presentation of *Sonic Adventure* at the Tokyo International Forum Hall, and have invited every Sonic fan in the world! Thousands of gamers will be able to pack into the hall to get the first ever look at the game, talk to the creators and even collect some free Sonic goodies.

Although *Sonic Adventure* has been in development since Sonic Team completed work on the magnificent *NiGHTS* in 1996, no information about the game has been revealed at all.

As CVG understands it, the game will feature full 3D movement with a selection of brand new **playable** characters. Other than that, it's all a bit of a mystery. But rest assured, Sonic Team won't let us down.

CVG will be at the historic presentation and we'll have a full, detailed report in the very next issue.

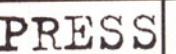


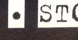
computer and video games

SONICTEAM





Look closely... Is this really Sonic?... His eyes are green... His teeth are pointy...

CONTENTS

COMPUTER AND VIDEO GAMES #202 SEPTEMBER 1998

GAME INDEX

FAST REFERENCE TO EVERY GAME IN CVG.

PLUS FREEPLAY

THE LATEST TIPS, HIGH SCORES, HOT RUMOURS, AND GAMING NEWS FROM AROUND THE WORLD.



COMING SOON

REVIEWS



Mix some melow tunes with *Fluid.*



Pocket Fighter – combat gone crazy!

GIZMO PALACE

THESE EXTR*EEEEE*MELY LOUD TRAINERS AND OTHER EXCITING WARES ARE FEATURED IN GIZMO PALACE. TURN TO PAGE 44 NOW!



CHECKPOINT

WIN LOADS OF GAMES! PLUS ALL THE LATEST GAMES RELEASES AND EVENTS.

NEWS

FIRST SCREENSHOTS OF DREAMCAST GAMES. PLUS THE RES EVIL MOVIE!

NEW GAMES

FINAL FANTASY VIII IN DETAIL, PLUS DUKE NUKEM: TIME TO KILL, DUNGEON KEEPER 2, AND OTHER STUFF WORTH GAGGING FOR.

MAILBAG

WIN YOURSELF A CONSOLE AND LOADS OF GAMES FOR DOING WHAT YOU ENJOY DOING – RANTING AND RAVING!

COVER STORY

TOMB RAIDER 3

WE'VE PLAYED THE GAME, AND TALKED TO THE GUYS WHO MADE IT. FIND OUT WHY THE LATEST LARA CROFT ADVENTURE IS HOTTER THAN HER NEW TOP!

P12 PlayStation PC CD ROM



TEKKEN 3

P48 PlayStation

THE BIGGEST REVIEW OF THE BIGGEST PLAYSTATION GAME OF THE YEAR!

F-ZERO X

P18 Nintendo 64

NINTENDO'S ADRENALINE-FUELLED RACER RIVALS WIPEOUT FOR EXCITEMENT.





FOOTBALL GAME NEWS



P68 THE CVG GUIDE TO ALL THE BEST FOOTY ACTION ON ALL FORMATS.



BODY HARVEST

P36 AWESOME SHOOT-'EM-UP ACTION FEATURING THE RELENTLESS SLAUGHTER OF EVIL BUGS FROM OUTER SPACE!



METAL GEAR SOLID



P28 THE MOST INVENTIVE ACTION-ADVENTURE EVER MADE. THINK WE'RE KIDDING, EH?



WIPEOUT 64

P22 CLASSIC RACER FINALLY SURGES ONTO NINTENDO. WITH BRAND NEW WEAPONS AND EVEN BETTER GRAPHICS.



EDITORIAL

EDITOR:
PAUL DAVIES
DEPUTY EDITOR:
TOM GUISE
PRODUCTION EDITOR:
ABDUL MONTAQIM
ART EDITOR:
JAIME SMITH
DESIGNER:
TONY CORMACK
SENIOR WRITER:
ED LOMAS
SENIOR WRITER:
STEVE KEY
STAFF WRITER:
ALEX HUHTALA

CONTRIBUTORS:
MARTIN MATHERS, OLIVER BENNET, KEITH AINSWORTH, CARL WHITE, JASON FRENCH, TOM COX
THANKS TO:
NICK GRANGE, MARTIN BRAMAL, GREEK DOCTOR WHO PATCHED UP STEVE'S LEG
SPECIAL THANKS TO:
SUSIE HAMILTON, MATT CHARLESWORTH, SARAH PER & PETER ROLLINSON AT PLANET
US CORRESPONDENT:
DAVID HODGSON
JAPAN CORRESPONDENT:
WARREN HARROD

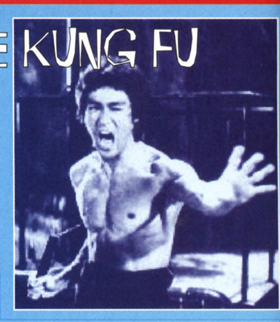
Editorial and advertising:
0171-972 6700
Editorial fax:
0171-972 6715
Advertising fax:
0171-972 6755
Subscription and Back Issues:
(9.30–5.30 Mon–Fri):
01858 468888
CVG Holiday Hideaway,
37-39 MillHarbour,
The Isle of Dogs,
London E14 9TZ

PUBLISHER:
Harry Attrill
ADVERTISING DIRECTOR:
Julie Moore
CONSUMER PROMOTIONS MANAGER:
Giuseppe Triosi
SOFTWARE ACCOUNT MANAGER:
Penny Humphrey
SOFTWARE ACCOUNT MANAGER:
Marianna Masters
MAIL ORDER EXECUTIVE:
Kathryn Clements
ADVERTISING ASSISTANT:
Annabel Green
MARKETING EXECUTIVE:
Zoe Wharnsby
GROUP PRODUCTION MANAGER:
Emma Minford
SYSTEMS MANAGER:
Sarah-Jane Leavey
SCITEX MANAGER:
Sarah Best
TECHNICAL SUPPORT:
Paul Williams
PUBLISHER'S ASSISTANT:
Michelle DeSouza
FACILITIES MANAGER:
Robert McBride

SUBSCRIPTION ENQUIRIES TEL: 01858 435 350 RATES
(includes postage and packing):
12 ISSUES UK: £18.00
AIRMAIL EUROPE: £33.00
AIRMAIL WORLD: £53.00

PRINTED IN THE UK BY:
St Ives PLC, Peterborough
DISTRIBUTED BY: Frontline
 ISBN NO: 0261-3597

GAMES MAGAZINE KUNG FU



Other games magazines take themselves very seriously. And they will often tell you this. Yet CVG is the only games magazine which takes you seriously.

The CVG staff work harder than anyone, and sometimes harder, to bring you the best possible games information each month. Our experience is second to none, which means the advice we give is of value to you. Use what we know, and you will save yourself time, and money. That's our guarantee.

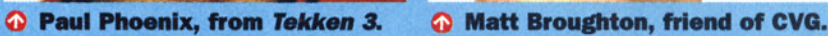
Now you know what makes CVG the best-selling all-games magazine in the UK. We're number one because we work hard to put you at number one.

PAUL

SEPARATED AT BIRTH







Paul Phoenix, from *Tekken 3.* Matt Broughton, friend of CVG.

This is our mate, called Matt. He totally looks like Paul Phoenix from *Tekken 3*. Send in pictures of your mates who look like guys from games (male or female) and we'll humiliate them for you! If they're good enough, we'll send you a cool prize.

MY MUM IS LARA CROFT
Computer and Video Games
37-39 Millharbour
Isle-Of-Dogs
London
E14 9TZ

VOTE FOR THE TOP 100 GAMES OF ALL TIME

Do it! Thousands have entered their suggestions already. Unless YOU vote, YOUR FAVOURITE GAMES could be forgotten!

The world's gaming scene reads and respects CVG, which means it will read and respect YOUR opinion of the best games ever created. This isn't about winning any competition, it's about making sure YOUR OPINION counts. What could be worse than seeing, in your opinion, the world's worst game at the top of the chart, when your best game should be number one?

Add your Top Ten favourite games to the blank list printed here, and send it in to the address below. Bear in mind that all video games count, from the earliest computer software to the latest state-of-the-art arcade experiences. Spoilt for choice aren't you!

BEST GAMES EVER
CVG, EMAP IMAGES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON E14 9TZ

THE CVG TOP 100 GAMES OF ALL TIME

1. ....
BECAUSE... ....

2. ....
3. ....
4. ....
5. ....
6. ....
7. ....
8. ....
9. ....
10. ....

CVG RATING SYSTEM



5...EXCELLENT — Pure magic, enough to make a grown man cry. Every game which hits the High Five is essential. Let there be no doubt, this is depth and vision beyond belief.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

4...VERY GOOD — Usually the highest we feel confident awarding a game. Ranks among the best in its field, or surprises us with elements of well implemented originality.

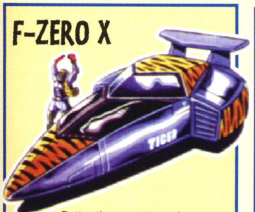
3...GOOD — Something you may want to own, as opposed to renting out for a couple of days. Here is a quality, entertaining game to suit most tastes. Good, but not great.

2...PRETTY BAD — Unlikely to be especially original, or overflowing with exciting features – there are better examples available. Or else this is a clumsy attempt at a new concept.

1...VERY POOR — Almost a flat-liner, it's so lifeless. You'll be wanting to exchange this for something else straightaway. Save yourself the bother by avoiding in the first place.

STARS OF THE MONTH

F-ZERO X



Better than most people thought it would be. Certainly no disappointment to those who 'believed'. If you own an N64, you can rest assured that *F-Zero X* will be the envy of all your mates this christmas. Such speed. Such style. Such heavy metal!

TOMB RAIDER 3



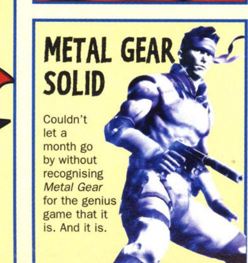
You may want to believe that this series is getting out of hand. Too little too soon. Too bad, Lara's back and this time she's brought some kick-ass game-play to the table. And, of course, some great-looking costumes.

POCKET FIGHTERS



Give it a break and *Pocket Fighters* will entertain. Trust us.

METAL GEAR SOLID



Couldn't let a month go by without recognising *Metal Gear* for the genius game that it is. And it is.

STEVE KEY



SENIOR WRITER
CURRENT FAV GAMES:
- COMMANDOS
- ISS 98
- LEGO MINDSTORM
- BREATH OF FIRE 3
- ISS PRO 98

Steve has taken a holiday, so will be treated to silence from the rest of the team as per tradition. The silence is a precautionary measure designed to gradually dispel any outside influences Steve may have picked up while 'enjoying' himself – without a control pad in his hands. He will be back to normal soon.

ED LOMAS



SENIOR WRITER
CURRENT FAV GAMES:
- QUAKE 2
- COLIN MCRAE RALLY
- BURNING RANGERS
- STREET FIGHTER ALPHA 3
- POCKET FIGHTER

Doesn't play video games any more, he just watches. From video game gladiator, to video game commentator in one foul (and we mean foul) swoop. Want to know if you're doing good or bad on any game of your choosing? Call in the services of Ed Lomas. In fact, want to know how good or bad you're doing in life? Ed can help you with that too. Price: Chocolate.

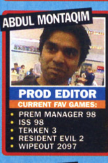
PAUL DAVIES



EDITOR
CURRENT FAV GAMES:
- TEKKEN 3
- BRAVE FENCER
- F-ZERO X
- VAMPIRE SAVIOR
- RADIANT SILVERGUN

Things are so bad for Paul, even the Work Experience is beating him at *Tekken 3*. To make himself feel better, Paul's taken to playing imported Saturn games. You might laugh, but these games are really empowering Paul's Gamers Spirit to an incredible level. With this new strength, Paul may yet control all.

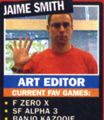
ABDUL MONTAQIM



PROD EDITOR
CURRENT FAV GAMES:
- PREM MANAGER 98
- ISS 98
- TEKKEN 3
- RESIDENT EVIL 2
- WIPEOUT 2097

Give him credit, Abdul has taken a few games of ISS Pro from the writing staff this month. Football is obviously his thing. Of course, if you believe Abdul, you'd be certain that he is a natural at everything. Natural? We don't think so. We believe Abdul is a hard drive extension for the Life Observing MASHine (LOMAS).

JAIME SMITH



ART EDITOR
CURRENT FAV GAMES:
- F ZERO X
- SF ALPHA 3
- BANJO KAZOOIE
- SF ALPHA 1
- SUPER SF 2

'*Street Fighter Alpha 3*, that's the game for me; It's got Blanka and Honda in it, It's really wicked innit; When I use Guy I show you what it's about, When I use Vega it's gonna be a knockout; I think the new girls are brilliant and cool, Yeah Karin and R Mika totally rule; *Street Fighter Alpha 3*, Suh-ta-reetah Fie-hee-taaaaagh!!!'

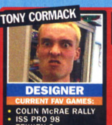
TOM GUISE



DEP EDITOR
CURRENT FAV GAMES:
- SEGA BASS FISHING
- DAYTONA 2
- RADIANT SILVERGUN
- RESIDENT EVIL 2
- TEKKEN 3

We've dug a hole, and we're putting Tom in it. Sort of like a Time Capsule. We want to see if his type will cause as much trouble in 2098 as it does in 1998. Also, Tom being out of the way means we don't have to think about stuff like his birthday. Well, he always did say he was more into the underground scene.

TONY CORMACK



DESIGNER
CURRENT FAV GAMES:
- COLIN McRAE RALLY
- ISS PRO 98
- TEKKEN 3
- METAL GEAR SOLID
- BISCUITS

The only guy in the world who asks himself, 'Does my mouth look big in this?', before getting dressed each day. We didn't know that industrial telephones existed until this guy. We read on the side of Tony's portable that it is pressurised to withstand 1000 BlaHs per second, per square inch. It broke anyway.

ALEX HUHTALA



STAFF WRITER
CURRENT FAV GAMES:
- GET BASS
- COLIN McRAE
- METAL GEAR SOLID
- F-ZERO X
- DAYTONA 2

Wouldn't it be great if you got all your clothes for free? We think so, but we didn't know for sure, so we asked Alex what it's like. He said it's great, but sometimes the shoes are too tight. We wondered if it was not his shoes, but his wallet. Shouldn't have to rely on other people to put a shirt on your back, or even too tight shoes when you're a writer on CVG!

NEWS





[SEGA SET WORLD ON FIRE]

First shots of four Dreamcast games for you this month. We also have news on three more. It's starting sooner than expected, Sega fans. All these games, and more, will be displayed at the Tokyo Game Show this September.

- **MONSTER BREEDER**
  Another 'nurturing game' in the works from NEC. Could be an RPG element involved.
- **MERCURY PRETTY**
  Sim fairie! Sega are obviously aiming for the school-girls. Developed by NEC.
- **TO THE NORTH (WORKING TITLE)**
  An adventure by Hudson. Journey across Japan to escape the recession, and hit it off with up to eight girls as you go.

GODZILLA

ACTION BY: SEGA

You control Godzilla, trashing the military forces in Hollywood/TOHO style. Godzilla guest stars will include King Ghidhora, Mothra, maybe even King Kong. As well as the original Japanese-style "rubber suits", the game features the latest Hollyood incarnation of the radioactive, rampaging lizard! AAARGH!





The best examples so far of what Dreamcast can offer. Look much better than a PlayStation movie don't they. Believe the hype!

PEN PEN TRI-ICE-LON

RACE GAME BY: GEC
RELEASE: 20 NOVEMBER (JAPAN)

Here's what happens when an all-star team of Sega game developers get together! GE stands for General Entertainment Corporation, who comprise of guys responsible for *Panzer Dragoon*, *NiGHTS*, *Sega Rally*, *Daytona CCE*, *Sonic The Hedgehog*, and more. *Pen Pen* places a bunch of seven cute characters in a series of races, loosely based around the triathlon theme. The characters – with names like Sparky, Sneek, Valarie, and Mister Bow – swim, skate, then run to victory. Pen Pen is the coolest take on the cute racer theme we've laid eyes on.



Sparky and Mr Bow, chilling in *Tri-Ice-lon*. Here's hoping the game is as cool.

SEVENTH CROSS

ACTION BY: NEC

A 3D adventure which centres around the theme of evolution. The challenge is to survive through all stages of evolution, from microbe to humanoid. There are 810,000 variations altogether. This seems like it could be a pretty laidback experience, but ought to show off how realistic Dreamcast can look.





See how far you can get as a low life in *Seventh Cross*. Then have fun as an ultra humanoid. Or something.

SENGOKU TURB



RPG BY: NEC

In this role-playing game, the hero is a girl, out to save ancient Japan. *Sengoku* seems to follow a strictly by-the-book RPG format, with "Drama" (exploration), sections offsetting the "Military" (battle) scenes. All drama is realtime – characters react to situations, not just set routines. Battles are fully 3D, beyond that we don't know.



Battle scenes in *Sengoku Turb* look like this. Sure the game looks weird, but you get an idea of Dreamcast high-resolution graphics.







HEAR ME... BLEEP!

Godzilla, the first VMS (Virtual Memory System) game, is available NOW in Japan. Exciting because this is the first 'piece' of Dreamcast you can get your hands on until November 20. It's basically Bandai's Digimon, with extras. Breed a monster, then connect with a friend's VMS to do battle.

The big advantage VMS *Godzilla* has over Digimon is that victors steal DNA from losers to become more powerful. The more you win, the harder it is to lose. You don't need to attend to your monster that often if you don't want either – he won't die. However, training is obviously important.

We like it. The casing is cool, though the buttons are a bit sticky, but overall VMS *Godzilla* is a wicked gadget. Contact one of the importers who advertise in CVG to get hold of one for yourself, but don't pay more than a tenner – they're only three quid in Japan!

RESIDENT EVIL MOVIE LATEST



George A Romero will be directing AND writing the script for *Resident Evil*, the movie. He is basing the story on the first *Resident Evil* game.

Romero is best known for writing and directing the movies *Night Of The Living Dead*, and *Dawn Of The Dead*. It was rumoured that *Spawn* movie writer Alan B McElroy was providing the script. However, Romero is now confirmed. This means you can expect the very best that horror fiction has to offer on the big screen around August, 2000. Hey! We'll all be zombies by then!

NEW HANDHELD FROM ARCADE MASTERS

SNK, the company responsible for *King Of Fighters* and other fighting games, are to release a hand-held game system. The Neo Geo Pocket will be on sale in Japan before Christmas, and will have around 15 games available before the year is out. It is a monochrome system, similar to Game Boy, but is hoped to appeal to a different audience.

"The Neo Geo Pocket's target user is slightly different to the Game Boy," said a spokesperson for SNK. "In the future we will compete against the Game Boy but at the moment it doesn't have any influence on the Neo Geo Pocket." Expect decent RPGs, excellent shoot-'em-ups, and of course cool portable fighting games. Link-up cables and other peripherals to be announced soon. Final design on display in September at the Tokyo Game Show.



GAME DEVELOPERS SUE SECOND-HAND DEALERS

In the war between computer game companies and shops selling second-hand copies of their games, six of Japan's largest software giants took legal action to prevent further violation of their software rights. The companies suing, and their respective software titles in question, are: Konami (*Twin Bee RPG*), Namco (*Tekken 3*), Square (*Parasite Eve*), Capcom (*Resident Evil*), Sega (*World Cup '98*) and SCE (*Grand Turismo*). The game makers claim that sales of second-hand games cost them millions in lost revenue every year, and that games should be treated like movies or music with rights preventing their resale. No news yet if the same is planned for UK dealers.



AUGUST CONSOLE GAMES CHART

TRY BOTH CONSOLES OUT FOR YOURSELF IN OUR NEW FUTURISTIC CONSOLE DISPLAY AND BROWSE THROUGH OVER 75 GAMES AND A WIDE RANGE OF ACCESSORIES.

NINTENDO 64

-	1	BANJO KAZOOIE
-	2	WORLD CUP '98
-	3	GOLDENEYE 007
NEW	4	CRUIS'N WORLD
-	5	DIDDY KONG RACING
NEW	6	WAIALIE GOLF
-	7	QUAKE 64
↓	8	SUPER MARIO 64
↓	9	MARIO KART 64
↓	10	WETRIX





PlayStation

-	1	COLIN McRAE RALLY
-	2	WORLD CUP '98
-	3	GRAN TURISMO
NEW	4	BREATH OF FIRE III
↑	5	POINT BLANK
-	6	TOMB RAIDER (PLATINUM)
NEW	7	TEKKEN II (PLATINUM)
NEW	8	KULA WORLD (PLATINUM)
NEW	9	GHOST IN THE SHELL
NEW	10	TEKKEN (PLATINUM)

THE COMET GAME ZONE CAN BE FOUND IN OVER 200 STORES NATIONWIDE. FOR YOUR NEAREST STORE CALL 0500 425 425 COMET

PLEASE SEND YOUR LETTERS TO:

MAIL BAG,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON E14 9TZ

WE DON'T DO PERSONAL REPLIES. JUST IN CASE YOU WERE THINKING ABOUT IT. SORRY.

E-MAIL US AT: MAILBAG.CVG@ECM.EMAP.COM

MAIL BAG



We want to hear from you so badly that we've asked Comet to give the sender of the best letter a console and five games. What do we mean by 'best'? Well, an opinion strong enough to wake the gaming dead. Oh, and our favourite theme at the moment is real games. The end of all crap is nigh, game fans!

WIN A CONSOLE AND FIVE GAMES

At Comet Game Zone you can try out the latest games from the top three consoles on the market – Nintendo 64, PlayStation and Saturn – before you buy them. Call 0500 425 425 for your nearest Comet Game Zone. See the Game Zone Top 10 (by format) each month in CVG and in Comet stores nationwide.

COMET SPONSORSHIP

GAME BOY SET AND MATCH

Dear CVG,
I am writing in response to all the people who say that the Game Boy is old news. I have owned a Game Boy ever since they first came out and it is forever being ridiculed by people who say that it is 'out of date'. It may be black and white but for many Game Boy games, especially the newer releases, this does not detract from the gameplay and it is this that makes or breaks a game, not just graphics. With the colour version coming soon anyway, this will hopefully put an end to people whining about it.

Also, games such as *Pocket Monster* are totally outselling big console games like *Final Fantasy VII* so how can this not be a great achievement for an 'out of date' machine? The future of the Game Boy looks bright.
Ben Johnston, Stirling

CVG: The future is cabbage green!

INTERNATIONAL GAME FAN

Yo CVG,
Why is it that in England, no-one can hear you scream 'Translate me!!!'. I don't understand how companies can waste their time and money developing and releasing rubbish games like *Crusin' USA*, *War Gods* and *Iznogoud* when there are Japanese games with cataclysmic amounts of potential just dying to be translated and unleashed into Europe!

Is it because the British weather has got them so depressed that they want to make everybody else suffer by playing useless games and reading about works of genius that will never make it to our shores (eg *Grandia*)? Even in the aftermath of *Final Fantasy VII*, and requests from those who've experienced these brilliant games, the message still isn't getting across! WE WANT MORE GAMES FROM JAPAN!! Thank you.
Nelson Ferryman, no address

Femme fatale... Aya from *Parasite Eve*

CVG: Europe is the problem, Nelson. Many of the biggest Japanese games publishers, including Squaresoft, are aiming for international status. The problem is that a full-scale translation into five different languages takes around six months. Plus the conversion from NTSC to PAL format takes more effort.

In this time Squaresoft can be well on their way to producing another big game for Japan. The reason America gets translations of cool stuff like* Parasite Eve *is because Squaresoft have a US office, who work on US versions almost simultaneously. This situation is frustrating, but it should get sorted out within the next 12 months. At least* Final Fantasy VIII *is confirmed for Europe.

LAY A LITTLE EGG FOR ME

Dear CVG,
I would just like to say that I think it's a mistake for Sega to create a new console so early. It shows that they have basically 'chickened' out of the 32-bit market. To me, this is a great shame as I feel that the Saturn has some great games (such as *Quake*) and superior-to-PlayStation versions of many fighting games.

We need competition from such a major player in the console market to keep people like Sony and Nintendo on their toes – producing a new machine so soon will simply give such companies the chance to overtake it again in the near future.

It will be a shame to see the Saturn go. I think Sega should have taken a page from Sony's book, the one about good marketing and advertising if possible.
Jonathan Bayley, Plymouth

CVG: If Microsoft were to rest on their laurels after Windows 95, they'd be overtaken by new and better operating systems. The same applies to Sega. They had no choice but to prove themselves after the Saturn flopped in the West. And that's why they've come up with the new machine, Dreamcast, which has genuinely returned excitement to the games industry.

AMAZING POWERS OF OBSERVATION

Dear CVG,
The point of this letter is simple: why, why, why are there no good fighting games on the N64? Is it impossible to make such games? I mean, take a look at what N64 owners have to got to go on – *Killer Instinct Gold*, *ClayFighters*, *Dark Rift*, *War Gods* and now even *Mortal Kombat 4* looks pitifully bad. I thought *Fighters Destiny* was a joke as well, and this is supposed to be the best one on offer?!
Virtually all the mags raved about this game, even though the characters were poor, the moves were uninteresting and it was simply a waste of time and effort. What are Nintendo doing with their 64 bits of power? BRING OUT SOME DECENT FIGHTING GAMES PLEASE!
G. Dogz, Essex

CVG:* Mortal Kombat 4 *isn't all that bad on N64, but we agree about* Fighters Destiny *– in fact, CVG was the only mag not to rave about it.

WHY OH WHY INDEED

Dear CVG,
I am writing to make two points, both of which are really confusing me. Firstly, why oh why do some gamers feel the need for an extensive players guide for games that have only just been released? I realise that you are fulfilling a demand, but why is there a demand in the first place? If people spend so much money on games, why can't they devote the time it takes to glean the satisfaction out of completing a game after weeks or months of gameplay? I once did this after buying *Tomb Raider 2* and four days later I felt that I had wasted £40 of my very hard earned cash. People even write and ask you for level select cheats as soon as the game was available. Do they have a desperate need to see the end sequence or what?

The second point is why is there a discrepancy in the scores awarded by various magazines? Some games have enormously different review

COMET STAR LETTER

FRANKLY FRUSTRATED FREEPLAY FAN

Dear CVG,

In Freeplay, your choices for the Top 5 recommended UK games are quite confusing at times. You say that all the games in it are recommended for that month, but I always notice that a lot of the games you mention are still to be reviewed and are months from release.

In April, for example, you recommended *Point Blank*, *Rascal* and *Pitfall 3D*. But *Point Blank* still isn't released and the other two ended up being crap when you reviewed them a month later – so why recommend them? I hope you take note because it's great that there's a quick and simple guide for us to follow when we need some pointers, but it also needs to be relevant and helpful to the readers that trust your judgment and genuinely want some guidance in what to buy next.

Yours sincerely,

David Wood, Cheshire

CVG: We are very careful with recommendations, but things often change. Admittedly Rascal was poo, but early indications were that it was going to be good. The final version, however, did not live up to our expectations. Also, the charts page is written far in advance and games often slip, but at the time of writing our list is correct.

scores. For example, *FIFA: Road to the World Cup* got 2 out of 5 in CVG, but most PSX mags gave it more than *Actua Soccer 2*. What is going on?

Yours despairingly,

Andy Greatorex, Manchester

CVG: Some people need a player's guide to work the toilet. No one's forcing you to buy the guides, Andy. As for the review scores, er, 'discrepancy', it's all down to opinion. We think FIFA: RTWC is rubbish, and we're not afraid to say so. At the end of the day, it all boils down to who you trust the most. We review games fairly – our reviews are not based on hype, fears nor favours.

WE NEED TO CHANGE OUR IMAGE, KAZ. WE'RE TOO CUTE.

I DON'T MIND BEING CUTE – THE BIRDS, THEY LOVE IT!

THE MOST POINTLESS LETTERS IN THE WORLD EVER PT.5!

Yo CVG,

Why is FreePlay suddenly made from the same shiny paper as the actual magazine now? What happened to the recycled bog-roll that we're used to?

Phil Caruso, Chesham

CVG: The shiny stuff is not recycled bog roll, but re-usable toilet paper. Wipe your nethers, wipe the paper clean and use again!

Dear CVG,

When you review something, you shouldn't use personal comments but professional ones instead – you can't say bad things about a game just because it doesn't live up to your expectations.

Philip Kavadias, Peterborough

CVG: Surely that is the whole point of us making a magazine in the first place, to give our opinion.

Dear CVG,

F-Zero X looks quite good, but I've got a PlayStation.

Andrew Zentek, Stockport

CVG: Er...

Dear Paul,

I am your biggest fan and I love your section on game reviews. Why is there never a big picture of you because there has been big pictures of everyone but you. I cut out the review page every month and stick it on my wall. When I am older I want to be just like you.

Love, Gary

CVG: If you want to be like Paul, here are the five things you need in order to be successful.

1. Grow a big, gravity-defying hairdo.

2. Say 'brilliant' a lot in a weird voice, like Grover from Sesame Street.

3. Listen to Japanese pop music, game music from Tekken 3, and Manowar. And think it's all 'brilliant'.

4. Avoid spicy food – especially lime jelly.

5. Discover the Spirit of the Mad Gamer.

Dear CVG,

I've found some spelling mistakes in *Resident Evil 2*.

Michael Nuttall, Lancashire

CVG: Hurrah.

MEN IN WHITE

Dear CVG,

I'd like to ask you and your readers a question. Which of the following do you find more appealing: a cuddly monkey in a go-kart with a desire for balloons and bananas, or a bloke with a rocket launcher blowing the heads off mindless zombies?

I'd estimate that at least 80% of gamers would vote for the latter, but it seems Nintendo wouldn't. So there's obviously a problem with Nintendo, right? NO! It's a flaw with the gamers...

So what if it's cute? Wasn't it Nintendo that brought videogames to the level of popularity that they enjoy today? Were we not glaring at the screen in fits of excitement when 2D Mario ate a mushroom and grew twice his size? I'm not embarrassed to say 'yes', because IT WAS FUN!

OK, so a lot of us are older now but why change? Do we play football differently now we are older by allowing kicks to the head? There is absolutely nothing wrong with cute!

IT'S TIME FOR THE CUTE REVOLUTION – BRING BACK THE NES!!!

Thanks for your time.

Alex Alexander, Leeds

CVG: Your Teletubbies are in the post.

GORE FOR THE MASSES

Dear CVG,

Why is it that games like *Resident Evil 2* get 15 certificates and *Duke Nukem* gets an 18? *Resident Evil* was a lot gorier than *Duke*, so why did it happen? You can't say it's because of the nudity because *Duke Nukem* on the N64 has no – and it still got an 18. Why is this?

Gurpreet Singh, Southall

CVG: If there is an explanation, it's probably that N64 is aimed at a much younger audience – maybe classifiers think Nintendo users might be more easily shocked.

MOULDEN OLDIES MOAN

Dear CVG,

Why is it that so many of the released Retro packages are so rubbish?

Take the latest Capcom offering for example. On one disc it's the *1943* trilogy, on the other the *Ghouls 'N' Ghosts* trilogy. And what about the *Street Fighter Collection*?

Why not add variety to the collections by dropping the two worst games on each disc and in their place add things like *Final Fight*, *UN Squadron* and *Muscle Bomber*. This would certainly provide retro packages with appeal.

Andrew Spiretos, Leeds

CVG: What are you talking about? Three of the greatest Street Fighter games on one disc is an awesome retro collection. And Ghouls 'N' Ghosts as well. Another classic game that deserves a re-release. We agree that some retro compilations are obscure, but Capcom are doing the right thing with theirs.



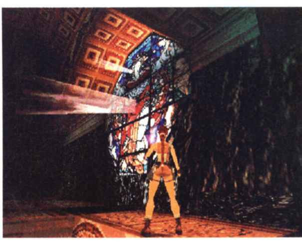












70% COMPLETE
PlayStation
PC CD ROM
3D PLATFORM | BY CORE
NOV RELEASE | 1 PLAYER

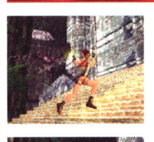
- VERSIONS AVAILABLE – DUH! TOMB RAIDER 1 & 2!
- VERSIONS PLANNED – TOMB RAIDER 4 ON NEXT GEN. CONSOLES
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3000

To those who thought *Tomb Raider 2* was more of the same: Get ready for the true sequel to *Tomb Raider*. Lara's best yet!

TOMB RAIDER III
ADVENTURES OF LARA CROFT

After months of staying tight-lipped about the next Lara Croft adventure, Core have come clean and let us take a first look. Not content with screenshots and speculating about what might be, we probed deeper and asked the questions you want answered. We snooped around the Core offices, met the team and checked out how work was developing. To help with this preview of *Tomb Raider 3*, we interviewed level designer Richie Morten. His comments appear throughout the following pages.

THE START OF THE GAME

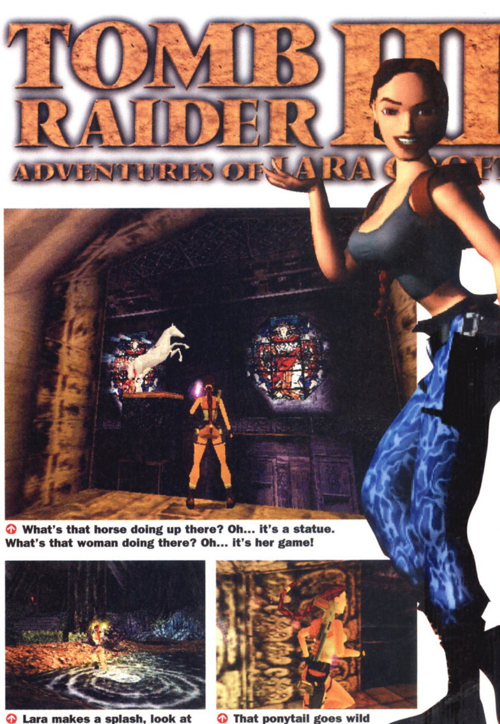


The game begins with Lara Croft in India. She's searching for an artefact that possesses great powers, revered throughout the ages by the local tribes.

"You start in India, which is a mini-adventure in itself. You think you are looking for an artefact, but find out it's part of a much bigger story. You get approached by Dr Willard who employs you to find three other artefacts that are scattered around the world. So there's three other adventures that you can access in any order. It takes away the linearity of the previous games.

"Dr Willard explains to Lara about the find his company has made in Antarctica. Telling her that he knows the location of three other artefacts similar to the one she has just found. Once she has found all four, she must bring them to him in Antarctica."

Is she wearing the wrong perfume or something?



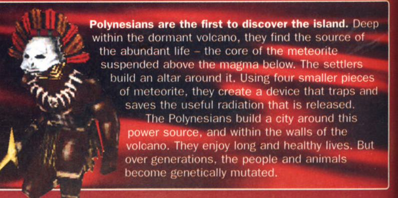
What's that horse doing up there? Oh... it's a statue. What's that woman doing there? Oh... it's her game!

Lara makes a splash, look at the lovely ripples – in the water!

That ponytail goes wild with the new dash move.

LARA'S NEW MONSTER MISSION REVEALED

The plot that results in Lara embarking on her third adventure starts millions of years ago. A vast meteor plummets to Earth, impacting on Antarctica. The collision is so powerful that the point of impact is separated from the mainland. This causes a volcanic island to be formed. Thanks to the miracle of the foreign body from space, life on this island is radically altered. Creatures and plants evolve and grow at an accelerated rate. Many years after Antarctica is engulfed by ice, life on this island continues to thrive – thanks to the flow of magma beneath.



Polynesians are the first to discover the island. Deep within the dormant volcano, they find the source of the abundant life – the core of the meteorite suspended above the magma below. The settlers build an altar around it. Using four smaller pieces of meteorite, they create a device that traps and saves the useful radiation that is released.

The Polynesians build a city around this power source, and within the walls of the volcano. They enjoy long and healthy lives. But over generations, the people and animals become genetically mutated.

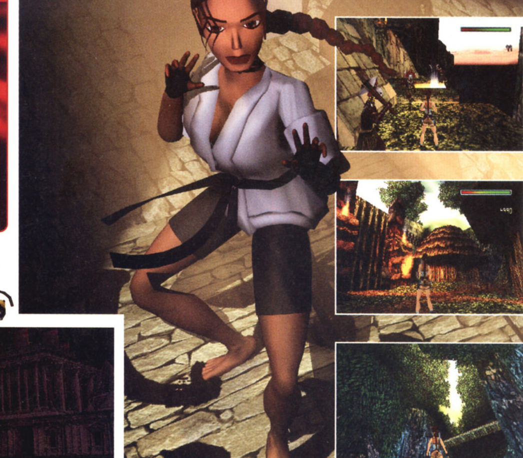


THE NEW LOCATIONS

After India, Lara gets the choice of where to travel next: London, the Nevada Desert, or a South Pacific Island. Each contain the final resting place of one of the missing artifacts.

"Depending on which location you go to first will make the game easier or harder. If you go to Area 51 first, you might get the rocket launcher earlier than you would have, had you started the game in the South Pacific. But if you go to South Pacific first, you might get more energy reserves. There's a balance.

"There are three levels per location, which have to be played in order. Once you have all four artefacts you can access the last level, Antarctica. So it's like *Mario* – the level that you can't access."



Lara gets restless with the Polynesian natives in the South Pacific. Such a bad girl!

Lara visits our lovely capital. Richie says the London levels are his favourite.

HE TALKS A GOOD STORY

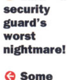
Here's what Richie had to say about the importance of a good story, which is the first of many building blocks in the production of the game. When you read the background story that sets the game in motion below, and then find out that Core have final script approval for the upcoming *Tomb Raider* movie, you begin to realise that it might all just work. "The stories are a massive part of *Tomb Raider*, because people seem to follow the stories as much as they play the levels. At the beginning of a project when we're wondering what to do with this one, we have loads and loads of meetings to try and bash out a story. Originally we were going to have Lara fighting with aliens and things like that." But, as you are about to find out, Lara doesn't battle aliens. The story that launches the game, however, is a beauty.













Lara – a security guard's worst nightmare!

Some levels still in development.

In the 1830's Darwin's five-year voyage around the globe on board the Beagle reaches Antarctica. Five of the crew begin their specimen collecting on the ice covered island. They venture into a narrow ice tunnel, into the heart of the volcano. The sailors foolishly loot the altar that surrounds the meteorite. They are attacked by a large and vicious beast. One man is killed. The others decide to bury the body and leave the island, each in possession of one of the artefacts. As the ship journeys back to England via the South Pacific, Asia and North America, one of the sailors keeps a journal. Only he survives the journey as the others all meet untimely fates in different ports of call.



Present day. A research company excavating in the Antarctic rediscovers the island. Initially, they uncover giant figures that resemble those on Easter Island. Journeying deeper, they make readings of the rock, revealing traces of an unknown material that can multiply and alter the genes which determine the make-up of living organisms. Next they uncover the body of a European preserved in the ice. The word Beagle is scratched onto his tombstone. With this information, they locate his shipmates' journal, and set about to find the other artefacts that were lost with each sailor.

BIGGER LEVELS

We asked if the levels would be bigger in this game than the previous outings. "In *Tomb Raider 2* the levels were bigger than the original game. [However] we wasted a lot of memory with outside areas because we had to build 'rooms' that you couldn't see just to put the sky in.

"The levels are twice as big now. We tried to get closer to *Tomb Raider 1* with the environments, not to make them as civilised and clean as they were in *Tomb Raider 2*. Even though you go to London, it takes place on the rooftops and you have to find your way into the sewers. It's all dirty and quite mysterious."

Sadly, Richie says there are no plans for a London bus.







The rapids section, as seen on the level editor. Looks great already.

Lara needs her flares to seen what's down below.

TOUGHER PUZZLES

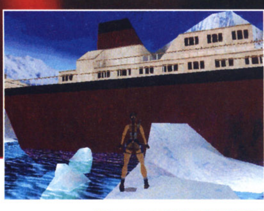
One of the criticisms levelled at *Tomb Raider 2* is that the puzzles are fairly similar, something the team have made a major effort to change. "We tried to think up different puzzles rather than the keys and doors of the other games. There's piranhas in a pool, with a carcass hanging above the pool. The carcass is basically the key which allows you to get past the Piranhas.

"In Antarctica you'll have to switch the power on at a base. You have to locate valve switches, and place them in order to restore power on the generator. On the South Pacific Island, there's a swamp you can't get across, but there's little rocks poking through the surface, though not all of them are safe.

"You have to find a map from a character [in one stage]. It shows you the correct way to get across the swamp. The map will be stored in the inventory so you can bring it up and look at it. We've tried to use a lot of that, things where you gather information rather than use a key."



To beat the cold Lara will wear a new Winter outfit in the finished game.



We're not sure if you can get on the boat, but we'll spend hours trying.

LISTENING TO CRITICISM

Levels have undergone some technical tweaks and gameplay enhancements. The team visited lots of unofficial *Tomb Raider* web sites to get as much feedback on the second game as possible. This resulted is a list of improvements that needed to be made.

"People said the second game wasn't 'puzzley' enough; it was too 'shoot-'em-uppy'; there wasn't enough exploring, or areas where you see something you think you can get to, so you spend the next two hours trying.

"Within the levels there are [now] non-linear parts, [for example] there might be two routes you can take. In India, if you've got a rocket launcher you can go into a hut, blow away the debris, and go down the hole. If you haven't got the rocket launcher you'll have to take the standard route. Both routes cross over each other, so if you fail on the secret route you'll fall back into the normal route. We're trying to do that [all through the game]."



Improved dynamic lighting makes locations look... more dynamic! Time for those flares again.



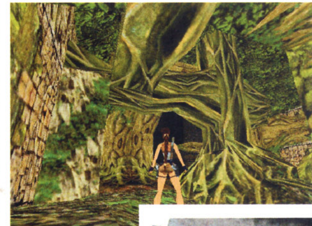
India is full of temples and strange foilage.

BETTER LOOKING INSIDE AND OUT

Tomb Raider 3 features many technical improvements over its predecessors, the biggest of which is that the PlayStation version is now viewed in high-resolution. New coloured lighting, weather effects, and improved texture palettes result in a better looking game. But it's not just cosmetic enhancements, the game engine has been reworked from scratch. It now has a new landscape system and is a lot faster.

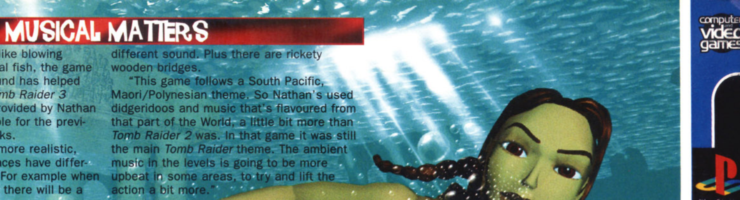
The use of triangular polygons rather than the squares used in the first two games means objects can now have smoother surfaces. Triangles allow for more intricate level design. Corridors can now be diagonal, ledges much thinner and rooms round.

"When we sat down to design the game, the first thing we decided on was the engine needed triangles and secondly coloured lighting. Levels are more organic and varied thanks to triangles," explains Richie.



Trees and tree roots are some of the more organic level features, thanks to triangular polygons.

Check out the mist above this small waterfall. John Kettley is allegedly very excited!



MUSICAL MATTERS

Thanks to ambient effects like blowing leaves and shoals of tropical fish, the game appears more realistic. Sound has helped with this illusion. All the *Tomb Raider 3* sound effects have been provided by Nathan McCree, the man responsible for the previous *Tomb Raider* soundtracks.

"To make the locations more realistic, different textures and surfaces have different sounds," says Richie. "For example when Lara walks in snow or sand there will be a different sound. Plus there are rickety wooden bridges.

"This game follows a South Pacific, Maori/Polynesian theme. So Nathan's used didgeridoos and music that's flavoured from that part of the World, a little bit more than *Tomb Raider 2* was. In that game it was still the main *Tomb Raider* theme. The ambient music in the levels is going to be more upbeat in some areas, to try and lift the action a bit more."



It looks like the cover of an exotic holiday brochure. It sounds very nice too!



New fixed camera angles make the action easier to follow.

ARTIFICIAL LIFE

Tomb Raider 3 features the familiar mix of exotic creatures to battle against, though considerably less human opponents than in *Tomb Raider 2*. Extra realism has been created thanks to some greatly improved enemy Artificial Intelligence.

"[Artificial Intelligence] has been reworked. Tigers now hunt and attack in packs rather than individually. With the T-Rex, if you stand still it won't attack. If you get a flare and throw it the T-Rex will follow the flare. The Raptors will also attack the T-Rex as well as you. There are ambient effects like tropical fish – if you swim close to them they'll spread out and regroup into a shoal. Using the same code, we've got Piranhas. If Lara falls into the water near them she'll only have a few seconds to escape and that's with full energy. We haven't got a Lara skeleton in the water though!"





These statues look very dangerous. Who's for barbecue?

GUNS AND AMMO

Lara can also play around with some new weapons, and improved tactics for taking on the enemy.

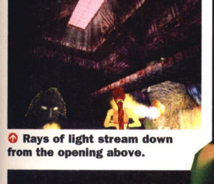
"The weapon combat has changed a little bit. We've removed the automatic lock-on for the rocket launcher, and we've made the explosion so it's radius based. If you shoot and miss the enemy, if they're near the explosion they'll get injured.

"The grenade launcher can be used like in *Quake*, where you fire it over walls, and it bounces around and hits baddies. You can also launch grenades into water to kill things. We're trying to put in features like if an enemy is facing away from you, you can creep up behind them, they won't trigger and they'll be easier to kill.

"We were going to give Lara a Bowie knife, but that's been put on hold [until *Tomb Raider 4*]. We needed more animation space, so we can provide all the animations needed for the baddies and Lara before we include close combat in a *Tomb Raider* game."







Rays of light stream down from the opening above.



Oh no! The dreaded fire hazards return.







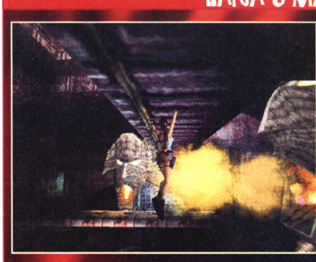








LARA'S MAKEOVER



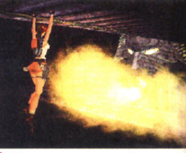
Of course Lara hasn't gone unnoticed in this overhaul for the third game. She's got some new outfits designed – sadly, they're not in the game yet, and plenty of new moves to attack these new levels.

"The new dash move gives you a quick burst of speed. This is useful if there's a door closing and you have to dash and dive to get through it. There's also a ducking move, used to avoid blades. The monkey swing is used on certain terrains like ceilings that you can jump up and grab, and do a hand-over-hand swing. There's also more realistic rock climbing.

"It's difficult thinking up new moves for Lara and having the memory to put them in the game. Old moves have been improved, it's now possible to roll sideways and backwards so you can have traps where Lara gets through by jumping, ducking and rolling."



You'll need quick reflexes to dive past the devious traps.



The new monkey swing move looks like it will come in handy.

SAVING YOUR GAME

One thing players thought they'd seen the end of were the save game crystals. Well guess what? They're back!

"We've changed how the save game works – again! Some people liked the crystals from *Tomb Raider 1*, whereas others preferred the 'save anywhere' feature of *Tomb Raider 2*. I feel that took the tension away. Like in St Francis's Folly in *Tomb Raider 1* you have to work out where to save, and where not to. It had a bit of an annoyance factor, because you had to replay bits of the level, but I think it helped it along really.

"What we've done is return to the save game crystals. When you reach one, you press action, but the game won't automatically save. You'll be asked if you want to save the game or store the crystal. If you store the crystal, it will be stored in the inventory. So then you can save anywhere, but only if you have a crystal to do it with. We might give you so many at the start of a level, and you can find extra ones in secret areas."





Whatever's in the water, Lara's taken a dislike to it, by firing some grenades. Look at the lovely spray!



FINDING SECRETS IN TOMB RAIDER 3



The save game points and the locations aren't the only things that make *Tomb Raider 3* resemble the original game more than the sequel.

"The secrets will be more like the secret areas of *Tomb Raider 1*. The idols will be there, but it won't be the idol that defines the secret. It'll be like a piece of wall that you can blow away. Or you'll have a switch that opens an obvious door, but it might open a secret door somewhere else.

"When you enter the secret area that will count as finding the secret, instead of just the idol. Inside that area there might be a secret item, or a save game point, or more ammo. We are going to put a reward in if you manage to get all the secret items from within the secret areas. If you play the game again something will be different, but I'm not telling you what that is!"

What have they got behind those giant gates? Kong? Night's setting in fast, time for the flares.

DAMSEL IN DISTRESS?

One thing we'd really like to see is Lara teaming up with someone, like Indiana Jones does in the movies. So, is there any chance of Lara having a sidekick, or someone to protect?

"We'd love to have done that in this game, but it's probably going to have to wait until the next generation of consoles. Just for memory reasons mainly. There are characters in this game who aren't hostile to Lara, like the monks in *Tomb Raider 2*. That's going to be taken a lot further in this game. You might rescue someone in a level, then they might stick with you. In South Pacific, for example, there's a military plane that's crashed in the jungle, and you speak to the commander who's been captured by natives and is held in a hut. He tells you the rest of his men are in the jungle somewhere and if you find them, help them out and direct them to the shore. You find these men in a battle with Raptors and the T-Rex. If you accidentally shoot one of them, as you help them out, they'll turn hostile towards you."

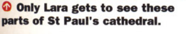


THE NEW VEHICLES

Fans of the vehicles that added an extra dimension to *Tomb Raider 2*, will be pleased to know that they are back for the sequel.

"We've got both the vehicles that were in *Tomb Raider 2*, plus we've added extra ones. There's a quad-bike and an underwater vehicle with a little light on the front which is like something from a James Bond movie. There's also a kayak with a rapids section that you have to go down, you have to fight the waters and there's different routes to take. There's also a fixed gun weapon, where you've got to access the back of a huge crashed plane. It's a big military gun that you get on and start blasting dinosaurs."





Only Lara gets to see these parts of St Paul's cathedral.



The new crouch move, Lara will need to crawl to get further.

HOME IMPROVEMENTS

Those of you familiar with the series, might be wondering if the Croft mansion has undergone any changes for the third game. At the moment though it hasn't even been built!

"We think we might be ditching it. It's a time constraint that we're trying to leave alone for the moment. We're probably going to ditch it and have a proper assault course, and expand upon where you have to do the assault course in a certain time, and maybe give you a reward for doing that."



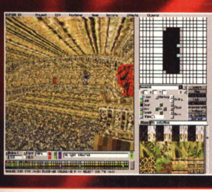
A picturesque setting, but it won't be quiet for long. Only pause briefly to take in the glorious views.

YOU LOVE IT!

Finally, in case you need any more convincing, we asked what's going to make people who played the first two games, go out and buy *Tomb Raider 3*.

"We're trying to stick with, 'It's bigger, better and a whole lot badder.' At the end of the day it's another *Tomb Raider* game. We can't change too much because it wouldn't be a *Tomb Raider* game. But it's just more basically – more puzzles, more vehicles, more moves, more weapons, and hopefully the gameplay will be better as well."

SOME OLD QUESTIONS ANSWERED



While Richie was in a talkative mood, we just had to probe him for some answers, to questions that have been bugging us for years. Like, what is that creature that mirrors Lara's movements towards the end of *Tomb Raider*? Is it an Alien?

"It's supposed to be an abortion from Atlantis. They're trying to create new life-forms, and the abortion is what NATLA did to Lara, to try and kill her. It was never quite explained, it would have been nice to have a cut-scene there."

We got more than we expected when we asked the next important question – Is Pierre from *Tomb Raider 1* really dead?

"He's not in this game (laughs). But, he might not be [dead] yet! We have got... plans, but not for this game."

We hope you'll sleep safely with this new-found knowledge.



A new level at an early stage.

THE NUDE CHEAT

The penultimate question, and it's designed to really put Richie on the spot – Is Lara ever going to get out of her wet things?

"The boss wanted it for this one (laughs). But, I can't really say. We may give you a reward if you finish it and get all the secrets, and get all the items and everything. Maybe!"

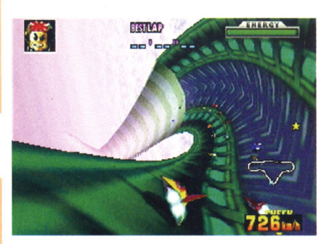
So if there is a nude cheat, what song do you have to tap in the rhythm, to get it?

"I'm not sure (laughs). It wouldn't be another Spice Girls one!"

HERE WE GO AGAIN!

CVG is going to bring you more, much more on this massive game. We'll be exploring every single detail, bringing you the news as soon as possible. Lara wouldn't want it any other way!







ACTION RACING | BY NINTENDO | NOV RELEASE | 1-4 PLAYERS

- SNES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY THE GAMES TEL 01703 653 377

The wait is over. Another of the big Nintendo 64-bit games is finally ready for playing.



If ever the phrase 'Don't judge a book by its cover' was worth applying to a game, *F-Zero X* would be the perfect example. The colours may be wild, the textures sparse and the music heavy metal, but it's got what really counts – gameplay, and lots of it. Three years have been spent turning the eight-year-old SNES classic into what is now the fastest racing game available on N64. We're happy to endure the long waits if the finished games turn out like this.

INTERGALACTIC HIGHWAY BATTLE

Welcome to the future. A future where man has mastered hover technology and decided to build vehicles using it. These vehicles are then raced on huge circuits suspended above the vast cities below. Up to 30 cars compete at a time. With drivers testing their skill and cunning. There's no weapons involved, just a pure racing spirit, with the challenge, of course, to come first.



THE HOVER GRAND PRIX

Each race takes place over three laps of the chosen circuit. When competing in a cup race, you will be placed on the starting grid, in reverse order from where you finished the previous race. If you won the previous circuit, you'll find yourself with the tougher task of starting from the back at the beginning of the next race. After the first lap is completed, you will be able to use your boost control. This emits a short turbo boost, but at a cost – it reduces your energy bar. Should this bar reach zero, through over-use of boost, or from collisions with other cars and walls, it's game over. You have to master the use of the boost, and avoid unnecessary contact with other cars, in order to win.

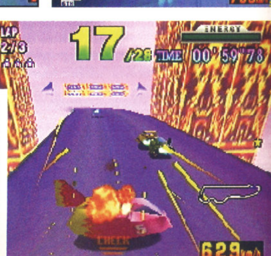


Just seconds into the race, and we're already way up the field. The three laps go quicker than you'd think. This game's fast!



That's blown it! When the energy bar reaches zero, sparks fly and the car blows up. Hang your head in shame – Game Over!

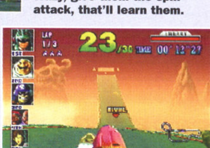




WELCOME DICK DASTARDLY

With thirty cars competing in each race, things can get pretty messy. But then that's the nature of the game. With only limited controls, you'll have to use all your skills to get to the front of the pack. After you've mastered some of the courses, you'll notice that not all sections of the track are enclosed. Here's where you can play a trump card. The hardcore drivers will learn how to nudge opponents off the tracks in these spots. This can be achieved by simply slamming into adjacent cars, or by putting your car into a 360 spin.





A mash of metal – what's going on? When it gets this crazy, give them the spin attack, that'll learn them.



No barriers – get next to a rival and give them the elbow.



That black cars got one option left – down and out!



Jumps are another place of the track where you can slam.



It's tough enough staying on this track, let alone play dirty.

EASY DOES IT

The controls to get you speeding at incredible speeds are kept to a bare minimum. Accelerate, boost and brake are the three most important. When you want to get dirty use combinations of the Z trigger and right shoulder buttons, to lean into curves, nudge rivals, and slam into opponents. Very simple. If the controls were any more complicated, you wouldn't enjoy the game as much.







PICK A CAR, ANY CAR

Each of the 30 cars has three vital statistics – Body, Boost and Grip. Each is given a grade ranging from A for the best to E for the worst. Body refers to the shell of the car, and how well it absorbs impacts. The better the body, the less the energy meter goes down. Boost indicates how well the car accelerates when you use a boost. Grip is obviously how well the car handles corners without skidding. Not one car has A's in every category, so you'll have to experiment to find the car that suits your skills. Another important selection before each race is a choice of acceleration versus top speed. You can adjust this accordingly, but we've found it's better to go for top speed.



The best choice for beginners.



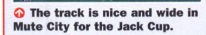
Get ready for a rollercoaster ride.



FULL HOUSE

At the start of the game there are three major cups that all the drivers are competing for. The Jack, Queen and King, (or Easy, Intermediate and Hard). Each cup is divided into six races over different circuits. By the time you compete in the King cup, you will be revisiting more advanced variations of some of the circuits from the previous cups. For example Mute City figures in all cups, but the difficulty and complexity of the circuit changes accordingly. Win all three cups to open up more circuits.





The track is nice and wide in Mute City for the Jack Cup.

Compete in the King Cup and the track is a lot tougher.





Yet another superfast track. Don't be left at the back of the pack.



Your nearest challenger in the championship is indicated by the Rival sign.

DON'T BLINK

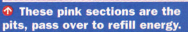
There are various items to be aware of on each circuit. The most essential of these are the Dash Plates, which are like the Zippers in *Mario Kart*, and have the same effect as using a boost. The Pit Area is a pink strip of track which you must pass over to refill your energy meter. Jump Plates are situated in front of broken sections of the tracks, but also appear in front of narrow sections, so they can be a hazard. Dart Zones will slow down a car that passes over them. They are usually situated on tight bends, but can easily be avoided if you enter the corner at a good angle.











These pink sections are the pits, pass over to refill energy.

Avoid these brown strips, they slow you right down.

DEATH RACE 2000

Competing to be first isn't the only challenge you'll find in *F-Zero X*, there's also a contest to be last. That's as in last on the track. The Death Race pits you against all the other opponents, each with the aim of being the sole survivor. It's the *F-Zero* equivalent of the *Ben Hur* chariot race. There is no limit to the number of laps, and the boost is available from the start. Nearly every section of this course is open, so there are lots of opportunities to nudge rivals over off the tracks. But should you fall off the track, it's game over.



Slam the opponents into the walls to retire them. The burning ships plough into traffic.



Jumps are an excellent place to play dirty. Use a spin to cause maximum carnage.



The long open stretches by the pit lane allow you to nudge enemies off the track.





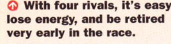
VEGAS IS FOR LOSERS

By far the best feature of the game is the multi-player mode. Up to four people can compete with the split-screen, with only a minor loss in track detail, but losing none of the speed. One novel feature is for those that fall off the track or are retired before the race is finished. These players can then try their luck at a slot machine, Should you hit the jackpot, you can inflict damage on the cars still on the track.



There's only a slight loss in detail, so it's easy to see the track in the distance.





With four rivals, it's easy to lose energy, and be retired very early in the race.



Spin in the tunnel to beat the rest of the pack.



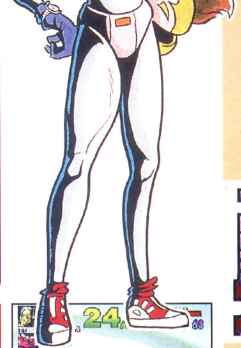
BEAT THE NINTENDO GHOSTS

No racing game is complete without the all-important Time Attack mode. Here you can aim to smash the course records. The interesting additions include one which allows you to race up to three ghost cars at once. These three ghosts are the three best times. If you lose the pace of the lead time, you can always set your sights on second. There are also secret ghost cars that can be accessed by completing a circuit within a special time. Do this and some of the programmers will be available to race against, to set you a new goal to smash.



The ghost isn't really there, so don't worry about hitting it, just beat it!





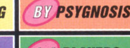


THE RACE IS NEVER OVER

There are a lot more secrets just waiting to be busted open in this game. We'll tell you all about them in the coming months. So keep watching this space.







ACTION RACING | BY PSYGNOSIS | NOV RELEASE | 1-4 PLAYERS

- PLAYSTATION VARIATIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE CARTRIDGE
- RELEASED BY PSYGNOSIS TEL 0151 282 3000

Transplanting PlayStation cool onto Nintendo isn't going to be easy. But this adrenalin™ racer aims to win.

wipEout 64



What used to be the fastest racer on the planet is headed for N64. This isn't just a straightforward conversion however – N64 is getting a custom-built edition. Key to this will be a unique four-player game, in addition to new circuits and modified control. Bear in mind that the original PlayStation games didn't benefit from analogue control. At the very least, Wipeout should play better than ever on your Nintendo.





SMOOTH CURVES

Rather than develop *Wipeout 3* for the N64, Psygnosis have simply tweaked the gameplay of *Wipeout 2097*. This is a blessing for N64 owners as it seems that the control system used in *Wipeout* was designed with the Nintendo pad in mind. You will need to master driving the *Wipeout* ships all over again.





All the features of the PlayStation version are there, as well as some extra little touches.

CLOSE COMPETITION

The most ambitious feature of *Wipeout 64* has to be the multi-player experience. With the split-screen play you can have two, three or even four players screaming along the winding tracks, in a straight race or a tournament mode.

But multiplayer games throw up a few problems. For example, the size of each screen means that the turns are hard to anticipate unless you know the course well. On the plus side there doesn't seem to be much slow-down in four-player mode, but we'll confirm that when we play the finished version.





SECRET WEAPON

No version of *Wipeout* would be complete without a huge array of weaponry. The regulars are all here: rockets, homing missiles, shields and autopilot for use in tricky steering situations. Even the awesome quake weapon that throws a shockwave along the road.

For the N64 version you get five new special weapons: Electro Net (ensnare a rival); modified Plasma Bolt; Electro Grapple (pull 'em back); Mini-gun (rapid-fire tearing up the asphalt!!), and one secret.



Weapons are handy, but the autopilot is essential for those of you that can't be bothered to drive.

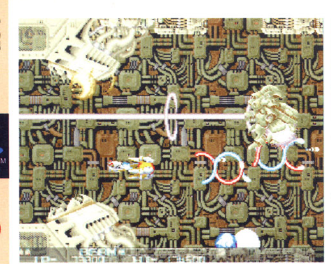


In multiplayer, it's awesome.

FINISH LINE

We've waited a LONG time for this. Now it's finally here, but there's now guaranteed monster competition from *F-Zero X*.


NINTENDO64
You will believe a bear can fly
BANJO-KAZOOIE
Fly like a Bear and climb like a Bird?
This dynamic duo open a stunning new world of tag teaming game play that prove that two heads are better than one. And with a game this big you'll need all the help you can get.
5/5 C&VG
"This is a brilliant game"
RAREWARE
THE FASTEST MOST POWERFUL GAMES CONSOLE ON EARTH
TM,®, AND N-CUBE ARE TRADEMARKS OF NINTENDO CO., LTD © 1998 NINTENDO CO.,LTD



100% COMPLETE

PlayStation

SHOOT-'EM-UP | BY IREM
SEP RELEASE | 1-2 PLAYERS

• VARIOUS PREDECESSORS AVAILABLE
• R-TYPE 3 PLANNED
• STORAGE 1 CD
• RELEASED BY VIRGIN TEL 0171 368 2255

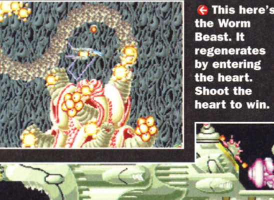
Travel back in time to the golden era of games: stupid hairstyles, crap pop music and incredibly difficult shoot-'em-ups!

R-TYPES

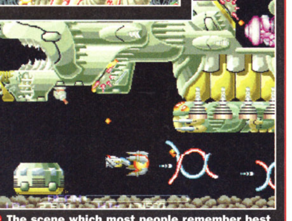
You're looking at the games which started the whole shoot-'em-up revolution. If it wasn't for *R-Type* and its first sequel, there wouldn't be the likes of *Einhänder* on PlayStation, or just about any shoot-'em-up you can think of which features power-up weapons. In fact the *R-Types* ensured that games remained exciting enough for the scene to continue. Oh yes!

R•TYPE-THE ORIGINAL

The whole thing kicks off with the blast from the past that is *R-Type*. Sent on an illegal mission into deep space with just your R-9 ship for company, you've got to destroy every alien in sight before they destroy you! Luckily, there's plenty of power-ups available to help with the alien extermination but you've still got to stay frosty – this one's going to be a bumpy ride! *R-Type* wrote the book. It has never got any better than this.



This here's the Worm Beast. It regenerates by entering the heart. Shoot the heart to win.



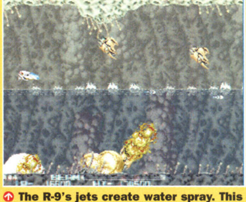
The scene which most people remember best about *R-Type* – a huge mothership, which you must work your way around to destroy. It's hell!



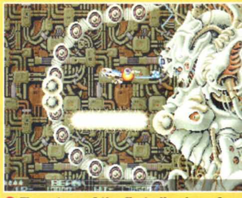
Your R-9 ship moves slower when it's underwater. This can make avoiding fast-moving ships, like the ones here, very tricky. You need skill.

R•TYPE 2-THE SEQUEL

Straight away, you can see the improvement in the graphics, but the concept remains the same. The fact that it has two stages less than *R-Type* is made up for by the sequel being much tougher. Even on the lowest level, you'll be fighting for your life. Each of the bosses would waste you on your first attempt, for sure. Skilled R-9 pilots were once revered as gods.



The R-9's jets create water spray. This cool feature blew people away!



The return of the first alien boss from *R-Type* – now with armour plating!

R•TYPE DELTA-THE FUTURE?

As well as perfect conversions of the original two games, some extras have been included on the disc. There is a comprehensive information library with data on every ship, enemy, and even the story of the *R-Type* games. Then there's an unplayable demo of *R-Type Delta* – the latest incarnation of *R-Type*. This gives us a good idea of what's to come, with the combination of classic enemies and updated 3D graphics, similar to those seen in Squaresoft's *Einhänder*. It will be interesting to see which one is best.



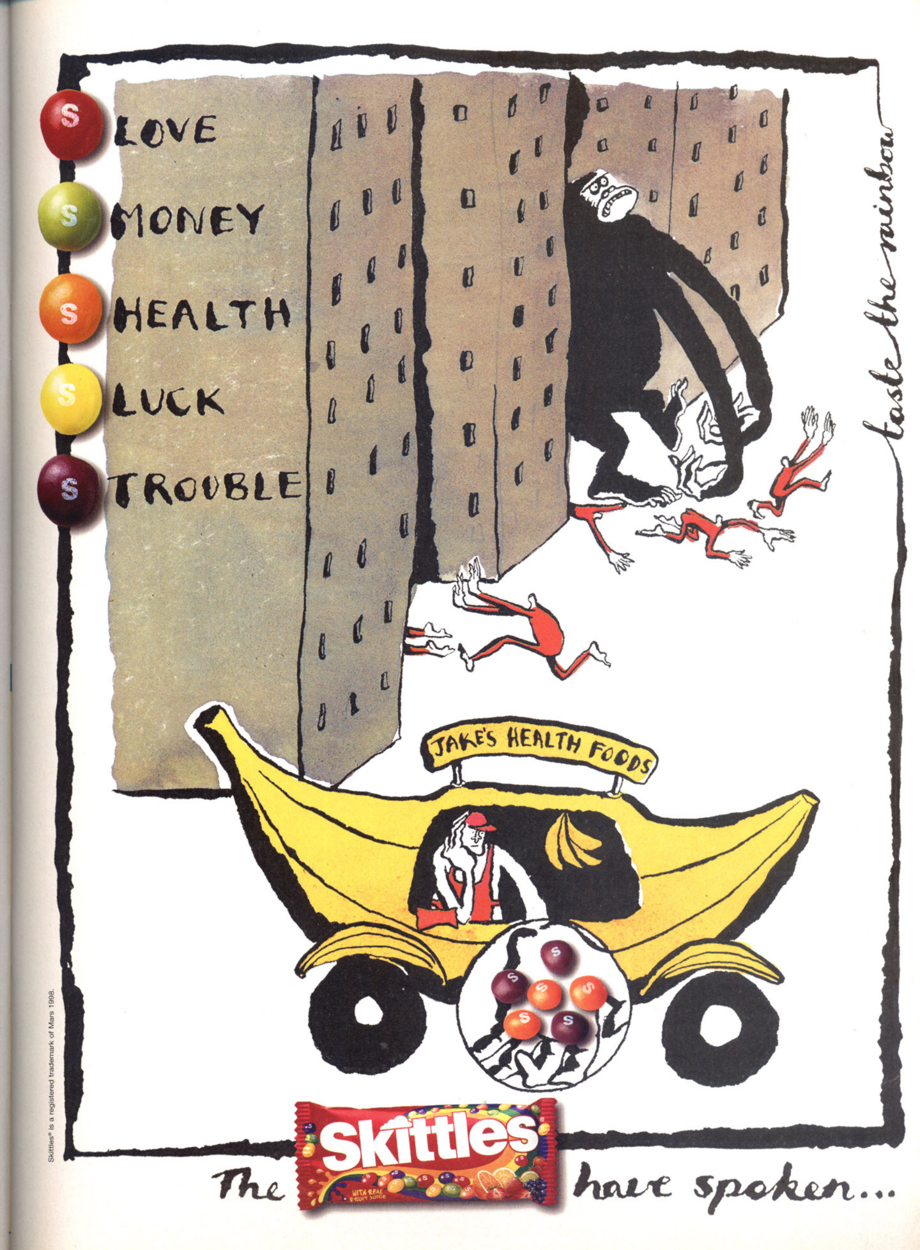


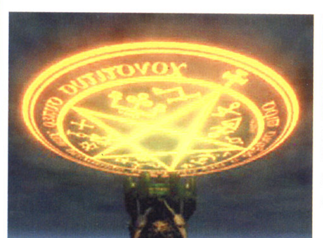


You have a choice of ships in *R-Type Delta*, each with their own style of weapons.

OOOH-ARRR...TYPES

More so than any of the old games being re-released, this collection keeps us coming back for more. Ultra tough and still great fun, *R-Types* is fantastic. Expect a full briefing in our review next issue.


LOVE
MONEY
HEALTH
LUCK
TROUBLE
JAKE'S HEALTH FOODS
taste the rainbow
Skittles
WITH REAL FRUIT JUICE
The Skittles have spoken...
Skittles® is a registered trademark of Mars 1998.





RPG | BY KONAMI
SEP RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853 000

Learn to raise monsters the complicated way with *Azure Dreams*. Brush aside any Tamagotchi references, this looks cool.

AZURE DREAMS

***Azure Dreams* may look like any other role-playing game, but its unique mix of adventure and strategy elements make for something completely different. It's what you'd expect from Konami, who are also responsible for the awesome *Metal Gear Solid* and *Castlevania*. You'll need brain-power, reflexes, and patience if you want to get anywhere on this one. So settle down with a can of Red Bull – understanding this may take a while.**



The action really hots up as you travel further up into the tower.

You can buy food in the restaurant – just make sure you can pay...



... or you'll end up doing the dishes for the owner! Scrub-a-dub-dub.

PUT IT TOGETHER AND WHAT HAVE YOU GOT?

Essentially an RPG, *Azure Dreams* is a bizarre mix of *Zelda* movement, *FFVII* turn-based fighting and *Digimon* monster creation. Set in the village of Monsbaia, you are Koh, the son of the greatest Monster Tamer of them all. Ever since he disappeared, you've wanted to be just like him, and now you're finally old enough to become a Monster Tamer. But this is not as easy as it sounds. The village is merely the starting point for the adventure – once you reach the gates of the Monster Tower that looms over Monsbaia, the game really begins...



This is Guy, your Dad.



The tower awaits.



Let the adventure begin!

ONE MAN AND HIS FAMILIAR

Okay, this is where it gets complicated. As you progress up the tower level by level, you have to move around square by square, collect the treasure and gather as many eggs as possible while killing the monsters. Once you have an egg, you can take it back to your house and either sell it for cash or hatch it and train yourself a familiar. He'll then obey your commands and fight alongside you in the tower. It's up to you which you choose – just remember that the rarer the monster, the more money you'll be able to make from him at the Monster Shop.



Hatch the eggs you find to get different familiars.

PROBLEM SOLVED, GUV!

Even though the game centers on you exploring the tower, there's still plenty of things to do in Monsbaia. You can only return home by using items found in the tower. Once you are back, you can help the villagers with their problems. Whether it's adding an extension onto your house with help from the carpenter, or re-stocking the Monster Shop, you'll be busy for hours. Just don't forget that your main aim is gathering money – and plenty of it. Hey, monster taming is a man's business!

IT'S GONNA BE A MONSTER!

Azure Dreams is complicated and takes time to get into, but from what we've seen the effort is worth it. We'll give you our full opinion of this original RPG when we get the review version. Wait until you know more, to be sure.




JAPAN



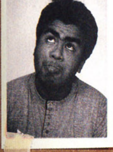


Brazil

Germany


FRANCE




MEXICO



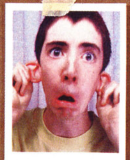
FUNNY FACES


S. Africa


THE NETHERLANDS

BOLIVIA


England.








Indonesia




KENYA


Ireland.



GHANA



BOSNIA







90% COMPLETE

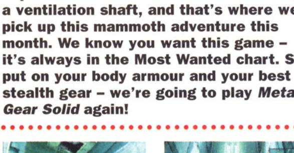
SURVIVAL ESPIONAGE | BY KONAMI | WINTER RELEASE | 1 PLAYER



- MSX & NES PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY KONAMI TEL 01895 853 000

We've pleaded with Konami to show you more of this incredible game, and guess what – they gave in. Here's the results.

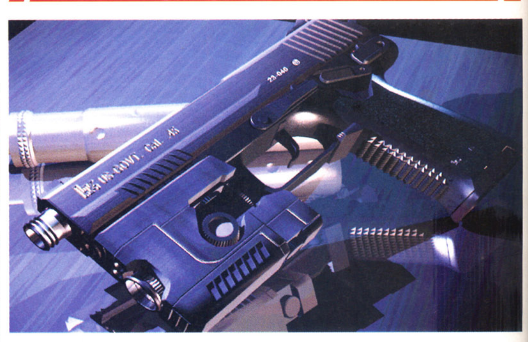
TACTICAL ESPIONAGE ACTION METAL GEAR SOLID



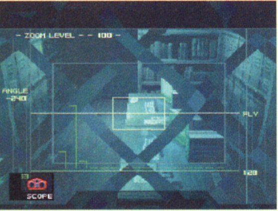
Last month, we revealed the opening of the game and the first few locations that Snake, the hero, must explore. We left off with Snake entering a ventilation shaft, and that's where we pick up this mammoth adventure this month. We know you want this game – it's always in the Most Wanted chart. So put on your body armour and your best stealth gear – we're going to play *Metal Gear Solid* again!







PEEK-A-BOO!



While playing in the ventilation shafts you can spy on mysterious rooms, that you can't access yet.



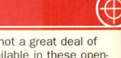
Snake gathers information by listening in below.



The subject of his spying – two guards chatting.

A good deal of the new section takes place within the ventilation shafts that litter the base. These small recesses offer Snake a very handy network of passages linking large sections of the base. From within these metal shafts, Snake can spy on various rooms and is able to overhear conversations. It's also possible for Snake to put the goggles on and zoom the view past the grills that block the entrances – just to check if anything useful is hidden inside.

I'LL BLOW YOU AWAY



There's still not a great deal of weapons available in these opening stages. The only new piece of equipment we found were some C4 plastic explosives. These can be attached to anything, but will only cause major damage on certain objects. The explosion is also good at diverting guards, as the explosive is triggered by you pressing a second button to detonate.



Snake attaches the C4 onto the crates.



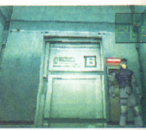
Seconds later, an explosion. But no damage.





Wait for the guard...

... then take him out!



You need a key here.

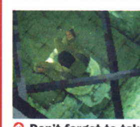
HIDE AND SEEK

We've noticed a couple of cool new features while playing the latest version of *Metal Gear*. The first is that the enemy intelligence is a lot better. Now, when guards spot you, they do a better job of keeping up with your escape. The best example of this is with the army truck parked outside the base. If a guard sees you run into the back, they'll wait a few seconds then a fire a grenade into the truck! In the last version the guard's walked away after a short while. The game is a lot tougher too, since Snake has a smaller life bar.





Under fire Snake hides behind the crate. But, oh dear! Looks like the guards have gotten a lot smarter!

Don't forget to take in this attraction while in the ventilation shafts. Need air quick!



THE MAN WHO FELL TO EARTH

If the next new feature doesn't convince you to buy this game, nothing will. It's now possible to throw guards over gantry railings, throw them off high objects and kick them down stairs. Providing you get the angle right, Snake can dispense with enemies in this way all the time. Of course, as falling from a height is extremely dangerous, if Snake or a guard is thrown from a tall object they'll die.



Kick the first guard, and he'll tumble onto the other.



Snake proves to be a mini-Hercules, throwing both guards.



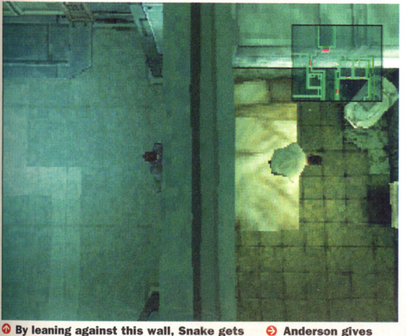
A good clean kick in the face, but he's about to be shot.



Two down, nine hundred and ninety eight left to go!



MISSION ACCOMPLISHED



By leaning against this wall, Snake gets to peek into the room next to him. Revealing the important guest in the cell.

The demo ends with Snake locating DARPA chief Donald Anderson, trapped in a small cell. Anderson gives Snake a key card for him to progress further into the base. He also tells Snake about the enormous Metal Gear tanks. A mysterious woman resides in the next cell (she could be Meryl Silverburgh who plays a major part in the game) she overhears their conversation. A patrolling guard outside almost discovers Snake as well. The game gets tougher from here on in – that's guaranteed.



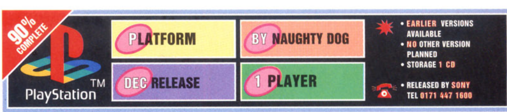
Anderson gives Snake the important level 1 keycard.

SEE YOU IN THIRTY!

Next month we'll have the complete Japanese game to play around with, we'll reveal all you need to know about this gargantuan game then.





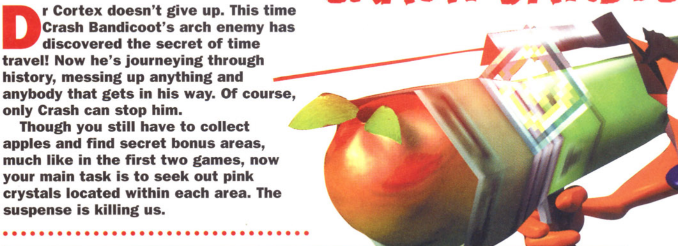


Think you can smell a rat? Don't worry it's just that bandicoot again. Crash, that is.

CRASH BANDICOOT 3

Dr Cortex doesn't give up. This time Crash Bandicoot's arch enemy has discovered the secret of time travel! Now he's journeying through history, messing up anything and anybody that gets in his way. Of course, only Crash can stop him.

Though you still have to collect apples and find secret bonus areas, much like in the first two games, now your main task is to seek out pink crystals located within each area. The suspense is killing us.



NEW MOVES, SCHMOO MOVES

For Crash to have more of a chance against Cortex this time, he's been given a whole host of new moves. As you progress, more of these moves are learned until eventually you're a one-bandicoot killing machine! Included are the death tornado spin, a flying body slam and a laser-powered Apple Bazooka.


You can swim with flippers!


You can burn ass with flames!


You can die! Oh, hang on...

HOWDY LITTLE LADY

You don't have to play as the bandicoot for the whole game. Just to add a little variety to it all, Crash's sister Coco jumps in during certain levels to prove that blondes do have more fun. There's only one problem – she has no moves! Luckily, her pet tiger is at hand so she can jump on and hold on tight as he legs it through the level. Just don't stack it or you'll just be another smear on the wall.


That's the biggest dragon I've ever seen.


Mind the gap – one slip and it's tiger paté.


Use the trapdoors as ramps to jump higher.


A stationary bucket-carrying bloke. Why?

RIDE BABY, RIDE

As an addition to his repertoire, Crash can now grab vehicles that he can use to steer himself through each level – in some style. Which of these vehicles you can use depends on which time-zone you are in.

For example, dive deep into Atlantis and snatch the jet-sub with torpedo capabilities. Journey into Prehistoric Country and you can hatch your very own baby dinosaur to ride on. And of course there's Coco's pet tiger, who we like a lot.

Ahh. One girl and her pet tiger. Is that legal?





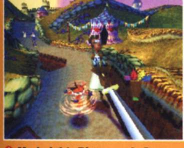
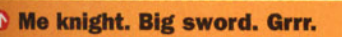
Hatch the egg and have your own baby dinosaur.

The dreaded mini-sub – with torpedos. Kick some shark booty, dude.



LEVEL WITH ME FELLA

There are 25 levels of jumping, spinning, apple-munching action in *Crash 3*. These levels span tons of different time zones where Cortex is up to his old tricks, such as Medieval England, Ancient China, Egypt and Rome. There's the chance to be chased by a Triceratops in Prehistoric Country, and even don your scuba gear and explore the lost city of Atlantis.

Me knight. Big sword. Grrr.

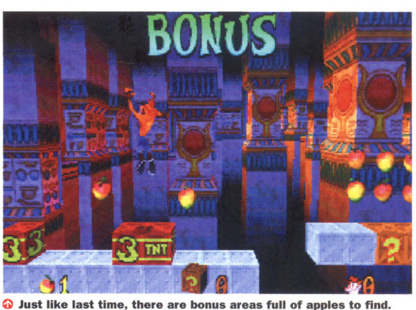


Look for treasure in Atlantis.

Don't fall in the lava, Crash!



The wonders of ancient Egypt.



Just like last time, there are bonus areas full of apples to find.



THE LAND BEFORE TIME

A vast jungle stands between Crash and Cortex. Wading through knee-deep swamp water and cutting through reeds are the least of your worries. If the molten lava doesn't get you, the Triceratops will. Argh! Run!





THE CITY OF ATLANTIS

Deep in the murky depths of the sea lies a city, and Cortex is out to plunder it for all it's worth! Pull on those flippers and get swimming as you dodge explosive mines, avoid deadly Puffer Fish and beat Jaws to the punch. Make sure you don't get shredded by those fans.

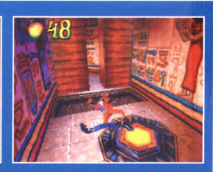


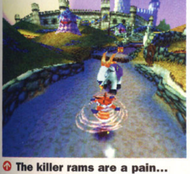


VALLEY OF THE KINGS

Cortex has found the lost tomb of the ancients. Inside the tomb there are traps waiting to catch you off guard. Slippery oil, poisoned darts, collapsing floors and crushing walls will test your patience, so stay alert or Crash is a dead bandicoot.







The killer rams are a pain...



So are the nasty crocodiles...



But the computer isn't.

CRASH LANDINGS

Despite claiming to have created an 'all-new environment' for Crash, Naughty Dog don't seem to have done anything but added a few bells and whistles to *Crash 2*. It's a shame because we we're hoping for so much more. There's still time though, so we'll know for sure when we get the review version.





3D PLATFORM	BY INSOMNIAC GAMES	• NO OTHER VERSION AVAILABLE • NO OTHER VERSION PLANNED • STORAGE 1 CD
OCT RELEASE	1 PLAYER	• PUBLISHED BY SONY TEL 0171 447 1600

90% COMPLETE — PlayStation

Huge dollops of money are being poured into the development and marketing of Spyro... but can the dragon deliver?

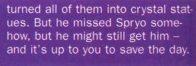


The production brains behind *Crash Bandicoot* bring a new face to the Playstation – *Spyro the Dragon*.
He may be cute but don't let that fool you. With over 36 levels of nasty-filled platform negotiating, younger players and experienced gamers alike are being promised a tough challenge.



Don't worry, Spyro isn't sneezing. It's fire... he's a dragon, okay?

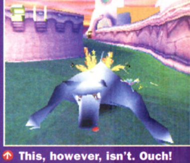
CRYSTAL DAYS



Everything was nice and shiny and cute in Spyro's homeland – until Gnorc the Gnasty came to town. He doesn't like dragons and so he turned all of them into crystal statues. But he missed Spryo somehow, but he might still get him – and it's up to you to save the day.



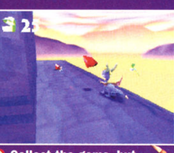
This is a dragon. Save him.



This, however, isn't. Ouch!

LOADSAGEMS

The main items for collection here are gems. Each colour is worth a different amount and the more you collect, the better you do. To find them though, you'll have to kill enemies and break open chests. Use your fiery breath and earth-shaking headbutt dash to do this.



Collect the gems, but don't fall off the ledge!



Hit these guys to get even more of those lovely gems.





BIG BOSS MAN

There's plenty of nasties lurking around, just waiting to make some dragon-skin boots out of you. Evil shepherds, vicious bulls and belly-bouncing frogs abound here, so you might want to look out. Good thing your friend Sparks the Dragonfly is here to help – not only does she pick up stray gems for you, but she acts as a shield. Watch out though – she's okay when she's gold, but if she turns blue, green or even if she dies it could soon be 'Sayonara Spyro'...

This pumpkin boss might look big and scarey at first...



... but if you can knock his cape off, you'll see that it's just a sheep on stilts!



He's just a big fat frog. Go on Spyro – fry his huge butt!

FLAME ON!

Spyro is visually impressive, but whether it can match the sheer playability of games like *Mario* and *Banjo Kazooie* remains to be seen. We'll find out soon enough.



MISSION: IMPOSSIBLE™

"EXPECT THE IMPOSSIBLE"

YOUR MISSION STARTS SEPTEMBER 11TH...

...DARE YOU ACCEPT IT?





w.w.w.missionimpossible-game.com





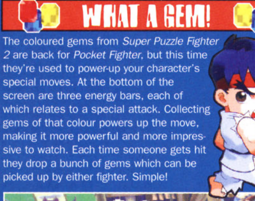
The Capcom kids have had enough of *Puzzle Fighting*, and have taken to the streets – and they've done it in style!

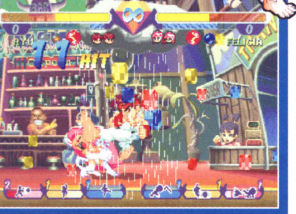


Hardcore *Street Fighter* fans have a hard enough time trying to piece together the Capcom universe as it is. Their games go backwards and forwards in time, crossing over with one another and having complex plots, but they just about made sense – until now. Unfortunately, trying to understand *Pocket Fighter* will melt brains. It features super-cute kiddie versions of characters from *Street Fighter 2*, *Street Fighter Alpha 2*, the *Darkstalkers* games, *Red Earth* and even *Street Fighter 3* all in one. To confuse continuity fans further, it has references to *MegaMan*, *Star Gladiator*, *Resident Evil*, and many more Capcom classics all over the place. Here's what to do – don't bother analysing it, just enjoy it!

WHAT A GEM!

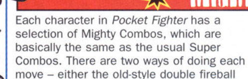
The coloured gems from *Super Puzzle Fighter 2* are back for *Pocket Fighter*, but this time they're used to power-up your character's special moves. At the bottom of the screen are three energy bars, each of which relates to a special attack. Collecting gems of that colour powers up the move, making it more powerful and more impressive to watch. Each time someone gets hit they drop a bunch of gems which can be picked up by either fighter. Simple!







Ken's Dragon Punch gets more impressive as you collect extra gems of the appropriate colour.



MIGHTILY MAD!

Each character in *Pocket Fighter* has a selection of Mighty Combos, which are basically the same as the usual Super Combos. There are two ways of doing each move – either the old-style double fireball motion and an attack, or with a simple movement and the Special button! Mighty Combos are the most impressive and insane moves in the game, and give a nice big explosion if used to finish an opponent.



Lei-Lei (Hsien-Ko in the UK) spins her opponent round on a giant umbrella!

Chun-Li calls the cyclists from her *Street Fighter* stage to run over Zangief!

FLASH (COMBO) AA-AAH!

One thing that makes *Pocket Fighter* so accessible is the excellent Flash Combo system. All it really means is that you can link any combination of four punches and kicks together in whatever order you want. But unlike the regular *Street Fighter* games, these are some of the wackiest combos you've ever seen!

Here's how Zangief's Flash Combos look – just follow the flow chart to create your ideal attack!












START HERE

KICK

PUNCH



As part of Chun-Li's Flash Combo she changes into Jill Valentine from *Resident Evil*!



Felicia dresses up as characters from various Capcom games, like MegaMan and some of her *Darkstalkers* friends.



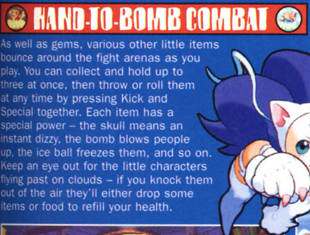
We don't understand why Dan dresses up like Elvis Presley and hits people with his mic stand.

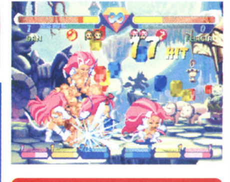




HAND-TO-BOMB COMBAT

As well as gems, various other little items bounce around the fight arenas as you play. You can collect and hold up to three at once, then throw or roll them at any time by pressing Kick and Special together. Each item has a special power – the skull means an instant dizzy, the bomb blows people up, the ice ball freezes them, and so on. Keep an eye out for the little characters flying past on clouds – if you knock them out of the air they'll either drop some items or food to refill your health.






A bomb in the face can come as a surprise.

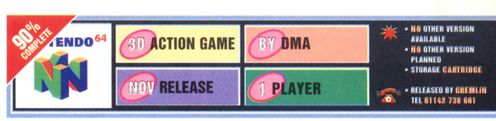
Zangief's gone purple because he's been stunned by the item Akuma's thrown at him.

FIGHTER IN MY POCKET

Pocket Fighter is currently scheduled for a UK release on the PlayStation in September, so we should be able to bring you a review in the very next issue of CVG. Until then, stay happy!







Another Nintendo 64 game you can really get your teeth into. Unless the bugs get theirs into you first!



The *Body Harvest* blood-fest is at odds with the rack of cute N64 games out there. Excepting *Goldeneye* and *Quake*, action games don't get any better than this. In fact the only hint that *Body Harvest* should be on N64 is that it goes much deeper than just shooting strategy.

The intense action of *Starship Troopers* combines with the exploration theme of *Zelda* to great effect. While you're out blasting the bugs, you'll be solving some tricky puzzles too. So the potential is here for *Body Harvest* to truly kick some serious ass in October.

This is the game to look forward to on N64. We'd like to fill you in some more so that you're prepared!



Stop the alien invasion!



Use any vehicle around!



Bug control N64 style!

BIRD IN A CAGE

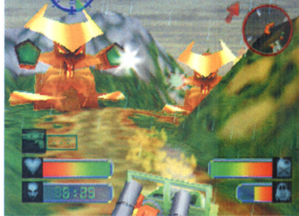






Wassat girl? Aliens bombarding the pig farm?! We must save their bacon!

Throughout the entire game you control a character called Adam. He's the one who gets to wear the funny suit, shout 'Odin' and tear it up big style. Back at base there's this girl called Daisy. She helps out with all the technical information Adam requires to find his way around. Occasionally Daisy will interrupt the mission with news about the aliens' whereabouts. Daisy may also research the weaknesses of specific alien types, allowing Adam to gain the advantage. She's a bonny lass for sure.





Welcome to hell, earth man. Eat my plasma balls, flesh boy!

Stay still so I can shoot yo' ass, you ugly sonuvvabitch!



KILLING TIME ZONES



Whether it's Mexico or Siberia, 1966 or 2025, your task is the same: SAVE THE HUMAN RACE. KILL ALL ALIEN SCUM!

You might feel embarrassed battling the aliens in stupid old cars, but if you ever get caught in this situation yourself, you know it works!



Body Harvest is all about an alien invasion of planet earth, which you must stop. The cool twist is that the aliens invade earth in different parts of the globe AND at different time zones. This isn't the difference of a couple of hours, we're talking centuries. In terms of gameplay, this enables aliens to become increasingly more intimidating. Also your means of defence are restricted according to the era.

WHEELS TO STEAL

Not just wheels, but wings too. In order to run rings around the alien horde you need transportation. We wouldn't usually recommend what is available here, but for the sake of realism we can manage. Like, how about going up against an alien queen with a Fire Hydrant! Or maybe buzzing an extra-terrestial beast with a bi-plane! This is crazy. But it's a genius kind of crazy that we like!



Hose them down! These aliens could do with a cold shower to chill out.



Steal the armoured car for some crazy cannon action at the aliens' expense.



All vehicles handle differently. It's *Grand Theft Auto* meets *Lost In Space*!



BLOOD LUST

Most of the time you're gunning down aliens in *Body Harvest*, which we like a lot. Armed to the teeth with the latest in weapons technology (though limited by the time zone), you get to systematically cripple, decapitate, or blow to pieces, bugs.



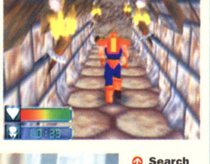
Just like in *Starship Troopers*, most aliens require multiple blasts to the husk before shattering into pieces. Use the cross-hair to target, then let them have it!



Some of the weapons in *Body Harvest* are very clever; very cool. Our favourite is a giant reflective shield which burns using sunlight. Aliens are frying hard to please.

THINK FOR A MINUTE

Body Harvest appeals to people who love their action games full on, as well as people who like to think their way out of a situation. Enter the houses and workplaces of civilians to pick up vital information and helpful tools.





Search for people who will give you information. They're only civilians. They don't have anything better to do except wait to be EATEN!

Check inside peoples' personal belongings for items you'd like to lay claim to. Some food maybe. Or a key. Take them to the cleaners!

THE ANTHILL MOB

The aliens are harvesting humans, for food and genetic material. They are intimidating by their power, and more dangerous than you first imagine since they also have a large degree of cunning. While trying to halt the alien invasion, you'll encounter scouts who search for fertile ground (ie lots of humans); Harvesters who capture humans; and soldiers – kick-ass alien mercs who kill or die trying. Also watch out for Mutants, they're terrible!



Aliens DO get much bigger than this alien Processor. Only we can't show you just yet.

It's behind you! Soldiers are vicious, but not all of them are so intelligent at first. Kill 'em all, Adam!

WANT TO KNOW MORE?

Tune in to this exciting channel next month, when we hope to have a version of the awesome gorefest that is *Body Harvest* for review. You can almost smell the burning alien flesh!



80% COMPLETE

PlayStation™

ROAMING BEAT-'EM-UP | BY CORE DESIGN
SEPT RELEASE | 1 PLAYER

- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY EIDOS TEL 0181 636 3000

We thought the fascination with the fictional Ninja had died out long ago, but here's a game that hopes to revive all our shuriken-wielding fantasies.

NINJA
SHADOW OF DARKNESS

Ninja is best described as an isometric beat-'em-up adventure. A real melting pot of a game that mixes many styles and features some surprising elements. Not only do you get a Ninja as the main star, but there's also *Jason and the Argonauts*-style battling skeletons, the living dead, massive deformed creatures and dinosaurs.

The only thing missing is the kitchen sink, but the we have yet to see the later levels. Join the lone Ninja, Kurosawa, as he seeks to put this strange land back to its natural state.

★★★ STAND UP AND BE COUNTED ★★★

Kurosawa only has two attacks – punch and kick. Depending on the enemy, subsequent presses of the buttons will result in various types of punches and kicks, such as roundhouse or backhand punches. These simple combos need to be considered as you encounter tougher opponents. For example three kicks inflict more damage than three punches. Three kicks in a row will result in an opponent being knocked off their feet. Put in a couple of punches and you can dispose of the opponent with no need for another bout.



Pick on the weakest first.



The pink flash indicates a hit.











★★★ WHAT'S IN THE BOX? ★★★

As Kurosawa undertakes his huge task, he may be alarmed at the number of mysterious wooden chests he comes across. These are a prominent feature of every level. Contained within are many Ninja treats including weapons, potions, food, coins and keys. Beware the booby-trapped chests containing bombs. You'll have only a short amount of time to run away if you open one of these.





This gate's locked, but wait...



Look in the chest. Eureka!

★★★ SHAOLIN BUDDHA FINGER ★★★

The further you progress, the better equipped you become to tackle your adversaries. Weapons can be found on your travels or bought from the friendly end-of-level shop. Delights including swords, staff, scythe and throwing knives. There are also magic attacks, that can be powered up to four different levels. It's handy to save these for the progressively tough end-of-level bosses.





Now *that* is one big, evil plant.



Damn those cowboy builders.



It's so difficult to get blood-stains out of a blue lycra Ninja suit.



Take your partner by the hand.

Glow-in-the-dark skeletons!

★★★ LIONS AND TIGERS AND BEARS, OH MY! ★★★

There are over 50 different types of enemy in the game. The majority of these are dressed in traditional Japanese styles. But things get weirder later on. The living dead, skeletons, giant plants, giant crabs and dinosaurs will all try to play a part in your demise. There are even several trips to Hell among the 13 levels. In Hell, Kurosawa must battle the demons that have caused so much trouble in his land.



Altogether now... 1, 2, 3... HE'S BEHIND YOU!



Skeleton legs will kick without a body!

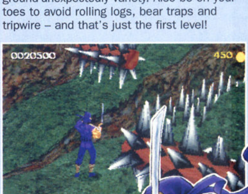


Watch out for this big lizard. He's tough.

★★★★★★ TREAD VERY CAREFULLY ★★★★★★

As well as the aforementioned booby-trapped wooden chests. There are a large number of more obvious perils to avoid. As a rule, it's good advice to stay well away from anything that has a large metal spike protruding from it. Be even more careful when there are many spikes. The land of *Ninja* is full of such prickly perils. They come in the rolling, swinging, falling and sticking-up-from-underneath-the-ground-unexpectedly variety. Also be on your toes to avoid rolling logs, bear traps and tripwire – and that's just the first level!





You'll need all your samurai skills to avoid the giant spikes.

DOWN A BIT, LEFT A BIT, LOWER... AAH, NOW SCRATCH!

HEEEEEEEYYYYYY AAAAAAAAHHHH!

Ninja is a clever mix of adventure and fighting. But, with better dedicated fighting/adventure games on the market, it's got a very tough fight on its hands.



CHECKPOINT

This month's events and software releases at a glance. **August — Sept**

IN ASSOCIATION WITH electronics boutique

Just think. Only a couple more months and Saint Nick will be tumbling down your chimneys. Start saving, this Christmas is going to be a huge games feast!

In case you've been on another planet for the last six months and hadn't noticed the near-saturation coverage we've given the game, *Tekken 3* is here. It finally landed in the UK on September 11th. Hurrah! If you don't own a PlayStation, this is probably not very exciting to you, even though it's the biggest games release of the year. There are plenty of other games waiting in the wings for you anyway. Nintendo owners have *Mission Impossible* and *Mortal Kombat 4*, Saturn owners have *Deep Fear* and *Shining Force 3* and PC people can look forward to *Populous 3* and *Brian Lara*! Cool!

SONIC ADVENTURE PRESENTATION

Tokyo International Forum Hall
22nd August

Yuji Naka has cordially invited all *Sonic* fans to come to this open day in Tokyo, where you'll be able to see the latest *Sonic* game on Dreamcast! You can chat to developers and get loads of Sonic goodies for your troubles. You might even get to play it. If you have the cash, and are a *Sonic* nut, this could well be your idea os heaven.

ECTS '98



6th-8th September
Earls Court Olympia

Every year it gets bigger and every year people expect bigger things. Sony will no doubt dominate again, but expect Sega to turn a few heads. Dreamcast stuff is high on everybody's list of "must see" and hopefully the *Sonic* game will make an appearance. We'll have full reports on anything new and exciting very soon.

LIVE '98

24th-27th September
Earls Court

Imagine Gizmo Palace but in Earls Court – that's Live '98 basically. If you're a gadgets freak, you'll be in your element here with everything from stereos to sunglasses with TV screens in the corner. We recommend you take the most hardcore drum 'n' bass tape you can find, put it in the stereos and turn them up so loud that everyone's eardrums pop.

VIRTUAL ON FAN CLUB

1st Sunday of every month
Namco Wonderpark

Just a quickie this one. If you fancy meeting up with a load of *Virtual On* fans then head to the Wonderpark to meet fellow fans.



***Virtual On* fans meet at Wonderpark every month.**

AUG-SEP SOFTWARE RELEASES AT A GLANCE IN ASSOCIATION WITH electronics boutique

KEY: RED These games are hot · BLUE These are not

GAME NAME	FORMAT
21st August 1998	
Breath of Fire 3 (Infogrames)	PlayStation
Mr Domino (Virgin)	PlayStation
Dune 2000 (Virgin)	PC CD-ROM
Megaman 8 (Infogrames)	PlayStation
Megaman: Battle and Chase (Infogrames)	PlayStation
Starcraft Expansion Pack (Cendant)	PC CD-ROM
V-Rally (Ocean)	PC CD-ROM
War Games (EA)	PC CD-ROM
28th August	
X-Men vs Street Fighter (Virgin)	PlayStation
F-1 Grand Prix (THE Games)	Nintendo 64
Waiale Country Club (THE Games)	Nintendo 64
Mission Impossible (Infogrames)	Nintendo 64
August (no set release)	
Batman and Robin (Acclaim)	PlayStation
Blasto (Sony)	PlayStation
Iggy's Wrecking Balls (Acclaim)	Nintendo 64
Sin Level Master (Activision)	PC CD-ROM
Bomberman (Sony)	PlayStation
Buggy (Gremlin)	PlayStation
Quake 2: Ground Zero (Activision)	PC CD-ROM
Air Boarders (THE Games)	Nintendo 64
Fluid (Sony)	PlayStation
Tombi (Sony)	PlayStation
Colin McRae Rally (Codemasters)	PC CD-ROM
WWF: Warzone (Acclaim)	PlayStation/Nintendo 64
Cruis'n World (THE Games)	Nintendo 64
Virtual Pool 2: Add On (Interplay)	PC CD-ROM
4th September	
Tiger Woods '99 (EA)	PC CD-ROM
Viper (Infogrames)	PC CD-ROM

GAME NAME	FORMAT
11th September	
Mortal Kombat 4 (GT Interactive)	PlayStation/Nintendo 64/PC CD-ROM
Chopper Attack (GT Interactive)	Nintendo 64
San Francisco Rush (GT Interactive)	PlayStation
Shadow Gunner (Ubi Soft)	PlayStation
Tekken 3 (Sony)	PlayStation
Grand Prix Legends (Cendant)	PC CD-ROM
Off Road Challenge (GT Interactive)	Nintendo 64
18th September	
Aironauts (Infogrames)	PlayStation
Biofreaks (GT Interactive)	PlayStation/Nintendo 64/PC CD-ROM
Hardball 6 (EA)	PlayStation
Deep Fear (Sega)	Saturn
Outcast (Infogrames)	PC CD-ROM
Moto Racer 2 (EA)	PlayStation
S.C.A.R.S. (Ubi Soft)	PlayStation/PC CD-ROM
25th September	
Duke Nukem: Time to Kill (GT Interactive)	PlayStation
Madden NFL '99 (EA)	PlayStation
Half Life (Cendant)	PC CD-ROM
September (no set release)	
Actua Tennis (Gremlin)	PlayStation
C&C: Retaliation (Virgin)	PlayStation
All Star Tennis (Ubi Soft)	Nintendo 64
ISS Pro '98 (Konami)	PlayStation
ISS '98 (Konami)	Nintendo 64
Joe Blow (Telstar)	PlayStation
Brian Lara Cricket (Codemasters)	PC CD-ROM
Fighting Force (Eidos)	Nintendo 64
Oddworld 2: Abe's Exodus (GT Interactive)	PlayStation
Pet in TV (Sony)	PlayStation
Viva Football (Virgin)	PlayStation
Gex 2 (GT Interactive)	Nintendo 64

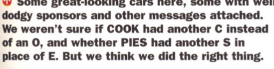


WINNERS! WINNERS!

COLIN McRAE RALLY

Quite a bizarre selection of entries greeted this chance to win yourself a copy of the Codemasters classic. Designing a new car was the simple task, and one which you all managed to complete. But the range of sponsors was the most worrying aspect – Durex was one of them, so was Bodyform and, er, Hovis. Anyway, the quality control officer has whittled it down to these three. And the lucky winners are **Jonathan Tilbrook of Sheffield**, **James Have from Lanarkshire** and **Abraham Akseki from Bristol**. Top work, people.









Some great-looking cars here, some with well dodgy sponsors and other messages attached. We weren't sure if COOK had another C instead of an O, and whether PIES had another S in place of E. But we think we did the right thing.

WORLD LEAGUE SOCCER

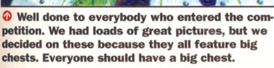
Making you watch the World Cup and tell us who scored the most goals must be not only one of the easiest contests, but also one of the most enjoyable. So this one goes out to all of the smart alecs who thought they'd send in their entries early to be clever. And who did they all pick? Ronaldo. Suckers. Or should that be Sukers? Anyway, the three people who identified Davor Suker as the top scorer were **Alex Meadows of Tyne and Wear**, **Scott Preston from Stockport** and **Keith Terry from Telford**. Copies of Saturn WLS on their way to you.

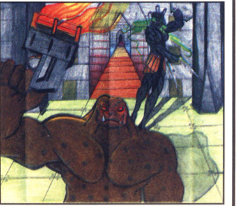
UNREAL

Yet another great response to a competition, but nothing will beat the totally awesome *Burning Rangers* pictures last month. Anyway, for this competition we asked you to design a new bit of art for *Unreal*. And the three best illustrations were sent in by **Robert Owen of Carnforth** (below), **Michael London from Sundridge** (below-right), and **George Pang of Hoddesdon**. You can all rejoice, for you shall each receive a copy of *Unreal* very soon.









Well done to everybody who entered the competition. We had loads of great pictures, but we decided on these because they all feature big chests. Everyone should have a big chest.



WIN WITH electronics boutique



TEKKEN 3

The King of the Iron Fist Tournament 3 finally gets a UK release. Our marathon coverage comes to an end and to celebrate we're offering you the chance to win a copy of what is undoubtedly one of the biggest PlayStation releases this year. Three of you will be lucky enough to gain one each – for the cost of a stamp and some of your finest drawing skills. What we want you to do is draw any two characters having a fight! It cannot be a copy of any existing artwork, but we recommend that you use some of the more lavish moves to get your pictures noticed. Send your entries to I DON'T EAT CHICKEN at the address below.

DEEP FEAR

As new UK Saturn releases slowly grind to a halt, these competitions become even more sacred. And as Saturn owners seem to be the most enthusiastic about checkpoint competitions, we wanted to give you one final glorious send-off. Time to get your watercolours out and the felt tips pens and draw us the goriest picture involving *Deep Fear*-style characters you can muster. The more grim it is, the more chance you have of winning. Entries should be clearly marked with the heading SCHLOCK IT TO ME BABY.

MORTAL KOMBAT 4

While we're on the subject of blood, you don't get much more than in the classic comedy fighting game *Mortal Kombat*. And with the latest version due to hit the N64 any time now, we're giving you the chance to walk away with the only decent fighting game on the Nintendo. To win it, you have to do the following. Draw any fatality from any of the *Mortal Kombat* games and that's about it. Blood is good. As are detached limbs. All works of art should be labelled FINISH HIM! At the usual address. Thank you.

Send entries as soon as possible to:

CHECKPOINT #202 FREEBIES,
COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TZ.

EB now have over 100 stores nationwide, which means there is no excuse for not being able to get your hands on the latest titles. Sign up to be a member of EB and not only will you get discounts on titles, but also be eligible for money off promotions and reward points. If you don't like what you've bought (and if you read CVG, there should be no reason to get duff titles) then EB also have a 10-day, full refund, return policy. For more information ring 0800 317778.

EB electronics boutique

SPECIAL THANKS



Once again a massive 'TA!!!!' goes out to all our chums at EB for putting up with our hassle all the time. They do their best to ensure that the dates are correct and at the time of going to press, they are. But neither EB or CVG can be held responsible should any of the dates slip. It's like that, and that's the way it is.







Subscribe Now!

OR LUNK WILL BEAT YOU!

Mama... Lunk need money for CVG sub-crip-shun

I'm busy – go and ask your dad

A year's worth of CVG!

Delivered to your door!

Before it's in the shops!

FOR ONLY...

£18

computer and video games

SUBSCRIPTION ORDER FORM

Simply fill in this coupon and return with payment to CVG Magazine Subscriptions, Lathkill Street, Market Harborough, Leicester LE87 4PA or telephone...

Credit Card Hotline. 01858 435 350 Lines are open from 8.30am to 9pm Monday to Friday and 10am to 4pm Saturday and Sunday. Please quote source and offer codes.

UK 12 months £18.00 Air Europe £33.00 World Air £53.00

I wish to subscribe to CVG Magazine for one year. I enclose a cheque/postal order made payable to Emap Images Ltd for

£

Please debit my Access/Visa/Mastercard

Expiry date:

Signature:

Date:

Source Code IB1n

Offer Code Blk

Offer ends September 23rd 1998

NAME

ADDRESS

POSTCODE

TELEPHONE

DATE OF BIRTH

SIGNED
(Parents or guardian's signature if under 18 years)

If you would prefer not to receive further offers/information from Emap Images please tick box ☐

All subscriptions will be processed as quickly as possible. Please allow 28 days for order to be processed after which you will receive the first available issue.

NEXT MONTH

✱ FIRST LOOK AT ✱
SEGA'S AWESOME DREAMCAST LINE-UP

ISSUE No. 203 OUT SEPTEMBER 16TH

computer and video games

- ★ WIPEOUT 64
- ★ WILD ARMS
- ★ TEKKEN 3 GUIDE
- ★ SONIC ADVENTURE
- ★ TOMB RAIDER 3
- ★ ISS PRO '98
- ★ TUROK 2
- ★ FIFA '99



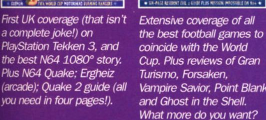
BACK ISSUES!











First UK coverage (that isn't a complete joke!) on PlayStation Tekken 3, and the best N64 1080° story. Plus N64 Quake; Ergheiz (arcade); Quake 2 guide (all you need in four pages!).

Extensive coverage of all the best football games to coincide with the World Cup. Plus reviews of Gran Turismo, Forsaken, Vampire Savior, Point Blank and Ghost in the Shell. What more do you want?

Preview of the fantastic new N64 game, Body Harvest; the world's best Gran Turismo guide, and reviews of Dead or Alive, Vigilante 8, Breath of Fire, Special Ops, Guilty Gear, Unreal, and loads more.

The best Banjo Kazooie review... ever! PLUS previews of Final Fantasy 8, Metal Gear Solid, Turok 2, Perfect Dark. And more reviews of great games – including Colin McRae Rally and Commandos.

DON'T BE AFRAID OF YOUR TELEPHONE!

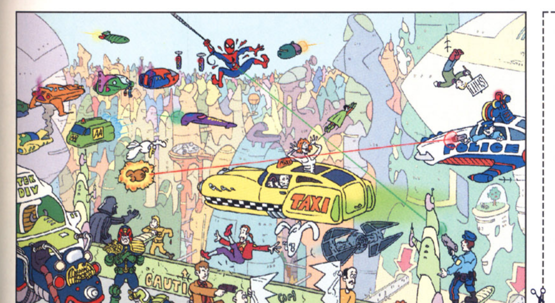


01858 435350

IF YOU CAN HANDLE GAMES YOU CAN, AND WILL, DIAL THIS IMPORTANT NUMBER.







Yikes, Mr Newsagent! My Spider-senses tell me a crazy lady is stealing all the CVGs in the city. I'm on her trail, but please save me a copy of my favourite mag before she makes off with the rest of them. Thanks.

NAME ....

ADDRESS ....

....

SIGNED ....

DATE ....





GIZMO PALACE

WHY WASTE VALUABLE TIME IN THE SHOPS, WHEN WE CAN DO IT FOR YOU?

THE LATEST GRAPHIC NOVELS

Start stomping on a thick collection of Godzilla stories, then bite into the battle between Batman and the Predator.
£10.99 Each from Titan Books

TOPLINE 8 REMOTE

Wage war against your growing army of remotes, by replacing them with the supreme commander. Able to operate any audio and video equipment, but weighs a ton!
£69.99 By One For All.

LEGO MINDSTORMS

Build robots and operate them via your PC, thanks to the latest range from Lego and the birth of a new type of brick – the RCX – embedded with a microchip. How long before they think for themselves and make humans their slaves? Find out more on page 82.
£40–£160 By Lego

WAVEFORCE WF192XG SOUNDCARD

Make PC games sound better, with the latest and most affordable PCI soundcard from Yamaha's excellent XG series.
£69.99 from Yamaha.

NEW MULTIMEDIA

Make goa- and techno-style tracks thanks to over a 1000 samples in Rave eJay, then chat up your PC and find out about the World with World Book 1998 Speech Edition.
Rave eJay £29.99 By FastTrak call 01923 495 496, World Book 1998 Speech Edition £79.99 By IBM call 0800 214 887 for details.



MANTA RAY PAD

A new N64 pad that borrows it's name and look from an awesome fish. Can't remember the fish having turbo- and slow-motion modes though.

£59.99 By Nu-Gen, available now

CONVERSE D-ROD'S

Look just like Chicago Bulls' Dennis Rodman by wearing his basketball boots. Now all you need is a dress and dyed hair to complete the look. Oh, and keep your nostrils flared.

£79.99 By Converse, available at all sports stores.

DUAL IMPACTPAD

Another new analogue pad for the PlayStation. Featuring those now-obligatory rubber nipple controllers for kinky gamers everywhere.

£17.99 By Nu-Gen available now.

NEW ALBUMS

Unkle – Psyence Fiction (Mo' Wax) features DJ Shadow and James Lavelle collaborating with a cast of thousands including Thom Yorke, Richard Ashcroft and Mike D. A definite contender for album of the year.

Cornelius – Fantasma (Matador) The sound of Japanese hip-hop. A cross between Beck, Beach Boys and J-Pops. He's a huge hero in Japan, and his first UK album proves why.

Available at all good record shops.

WIRELESS KEYBOARD

Tap away on your keyboard from up to 10 metres away, then realise you need a bigger monitor!

£59.99 By One For All, available at all good stores.

The Monster sleeps...

Until October






AKKlaim
TURОК 2: SEEDS OF EVIL©1998 Acclaim Entertainment, Inc. All rights reserved. TUROK: Æ & © 1998, GBPC, a subsidiary of Golden Books Family Entertainment. All rights reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Comics Inc. All rights reserved.Nintendo 64 and the 3D "N" logo are trademarks of Nintendo of America Inc. © 1997 Nintendo of America Inc.

HIGH FIVE! HIGHEST CVG RECOMMENDATION

PlayStation

FIGHTING GAME | BY NAMCO | SEPT RELEASE | 1-2 PLAYERS

- ARCADE AND IMPORT VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

Get ready for the fight of your life with the official release of Namco's *Tekken 3*!



The third King Of Iron Fist Tournament is finally upon us! Yes, very soon you'll be able to walk into your local games shop and get your hands on the biggest game of the year – *Tekken 3*! This month we finish off our comprehensive guide to each and every character in the game with a look at the bonus fighters you'll be collecting as you play. And, of course, we give you the all-important CVG Opinion of Namco's massive PlayStation conversion as if you didn't already know what was coming! Now, read on to complete your preliminary training and prepare yourself for the first round of the King Of Iron Fist Tournament 3!

HERE COMES A NEW CHALLENGER!

As well as all of the arcade game's characters (both standard and hidden), the PlayStation version of *Tekken 3* features two all-new fighters. For those who don't already know about them...

GON

Gon's a famous Japanese comic book character whose creators are big *Tekken* fans. He's good fun to play as because he has some wild moves, such as unblockable flame breath and a great throw. He's not a very serious fighter, but it's great to play as him every now and then, and he's especially useful in Tekken Force Mode.



Because Gon's so short, many attacks go right over his head!



DOCTOR B

Doctor Boskonovitch has been part of the *Tekken* story right from the start, but this is the first time he's appeared in a game. Because of his mysterious crippling disease he can't stand up for long, and uses a remote-controlled robotic body suit to do some of his attacks. He's very difficult to fight against because of the way he spends most of his time rolling around the floor, but has some very funny moves – he can sit down and keep skidding away from his opponent on his ass!



Doctor B often turns fights into slapstick comedies by sitting down and casually sliding across the arena!



NEXT MONTH: HOW TO ENTER THE OFFICIAL PAN-EUROPEAN KING OF IRON FIST TOURNAMENT 3!

HEIHACHI MISHIMA

PROFILE

Country Of Origin: Japan
Fighting Style: Mishima Style Fighting Karate
Age: 73
Height: 179cm
Weight: 80kg
Blood Type: B
Occupation: Leader of the Mishima Financial Empire
Hobby: Meditation, Bathing
Likes: To rule the world
Dislikes: Nothing



KING OF IRON FIST

After killing his evil son Kazuya at the end of the second King Of Iron Fist tournament, Heihachi regained control of the massive Mishima Financial Empire. Fifteen years later his private army, the Tekken Force, unearthed the God Of Fighting during excavations and Heihachi set his mind to capturing and using its immense power. He trained his young grandson, Jin, for four years in Mishima Style Fighting Karate in order to lure the God Of Fighting to the third Iron Fist Tournament where he plans to win and become ruler of the world.



This is Heihachi's Atomic Drop back throw. It looks so painful it'll make you feel sick whenever you use it on someone.



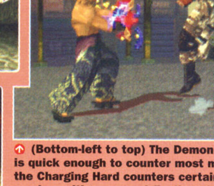
FIGHTING AS HEIHACHI

Even though Heihachi is now 73 years old, he's still one of the most powerful fighters in the game. He's a little bit slower than he used to be, but has some very quick attacks which can do lots of damage, such as the amazing Demon Breath. If you spend time learning some floating combos you can be unstoppable with Heihachi.

BEST DEFENCE

Heihachi doesn't have any regular reversals, but the Charging Hard works in a similar way – just press Forward when someone attacks with a standing Right Kick to counter. Otherwise, block and dodge until you get the chance to use the trusty Demon Breath which will push them back quickly.





(Bottom-left to top) The Demon's Boar is quick enough to counter most moves, the Charging Hard counters certain kick combos with ease, and finally – the wonderful Demon Breath in action!

BEST OFFENSE

Because of Heihachi's limited speed, quick dashing attacks are out of the question. Instead you should get your opponent into the air and hit them with a floating combo – even something simple like the Demon Uppercut into Dragon Uppercut can do enormous amounts of damage.







(Bottom-left to top) Heihachi's super-powerful unblockable Lightning Hammer, the Neck Chopper throw, and the trademark move of Mishima Style Fighting Karate – the Dragon Uppercut.

10 HIT COMBO

The start of Heihachi's 10-hit combos are very quick, and they're quite hard to predict in the middle. The eighth hit is hard to work out because he ducks in low first. All of his combos are powerful.













FAMILY MATTERS

PlayStation

BRYAN FURY

SNAKE EYE

Bryan Fury was once a skilful detective in the International Police Organisation but was known by Lei Wulong to have connections with the drug trade. At the age of 29, Bryan was killed in a Hong Kong shoot-out, but instead of his body being buried it was taken to the laboratory of Dr Abel, a rival of Dr Boskonovitch. Abel reanimated Bryan's body and sent him off to recover data on artificial intelligence so that he may one day create a powerful cyborg army.

PROFILE

Country Of Origin: USA
Fighting Style: Kickboxing
Age: 29
Height: 186cm
Weight: 80kg
Blood Type: AB
Occupation: Collecting brain data
Hobby: Collecting cigarette lighters
Likes: His haircut, loneliness, his snakeskin trousers
Dislikes: Bright sunlight

FIGHTING AS BRYAN

Bryan is one of the best bonus "boss" characters in the game. His combination of speed and power makes him tough enough, but he also has some very simple moves to pull off. His lack of low attacks means that he's not so great at defending, but use all of his most powerful moves and the fight should be over before anyone gets the chance to hit you.







The picture on the right shows one of Bryan's brilliant throws. He grabs his opponent and beats them repeatedly!

BEST DEFENCE

Bryan's good at dodging, so try to sidestep your opponent's attacks and catch them with a Headhunter (press LP while sidestepping). Also, the Hammer Driver is great for avoiding and returning hits as it makes you duck backwards before dashing in with two powerful punches.







(Bottom-left to top) The quick Cheap Shot will get you out of certain tricky spots, the unblockable Meteor attack is very handy if you have time, and the sneaky Headhunter sidestep punch.

BEST OFFENSE

Bryan's most useful move is the Mach Breaker as it's very powerful and comes so quickly that it's almost impossible to avoid. If you want to float your opponent, do a Fisherman's Slam followed by Running Blind for five damaging hits, or a Fisherman's Slam then a Wolf Bite for four powerful but tricky ones.







(Bottom-left to top) The stunning Mach Breaker in action – use it as often as possible! The Fisherman's Slam is a great move for starting floating combos using this spinning backfist (above).

10 HIT COMBO

Unusually, Bryan uses a kick to start off his 10-hit combos, but they're not too hard to avoid. If all of the high attacks connect, they do a lot of damage, and the final Mach Breaker sends people flying!























Tekken 3

REVIEW

PART MAN, PART COP, ALL ZOMBIE

GUN JACK

RECKLESS KILLING MACHINE

PROFILE

Country Of Origin: Unknown
Fighting Style: Power Fighting (guns are installed in both arms)
Age: 7
Height: 220cm
Weight: 170kg
Blood Type: Plutonium
Occupation: Purpose Unknown
Hobby: To be an Ultimate Weapon
Likes: Self-analysis
Dislikes: The scrap factory

Nineteen years ago Jack-2 rescued a young girl called Jane from a bacterial war, but was destroyed shortly afterwards. Jane, now 27, has spent the last 10 years working to rebuild Jack-2 but has so far not been able to restore his humane personality. During her studies she discovered a secret project funded by the Mishima Financial Empire called Project Gun Jack, and has taken the new Jack to Heihachi in order to restore his original characteristics.





The middle picture shows Gun Jack's bonus costume. It makes him look just like the original Jack from *Tekken 1*.



FIGHTING AS GUN JACK

Gun Jack plays quite differently to the rest of *Tekken 3*'s fighters because of his enormous size and weight. He doesn't float as high in the air when hit and doesn't take as much damage from attacks as everyone else, but because of his lack of speed he really needs this feature. You'll certainly get used to being hit when playing as Gun Jack.

BEST DEFENCE

Because Gun Jack is so slow, you've got to keep your opponent at a distance. If they get too close for comfort, use something like the Hammer Rush starting with a few low punches – these should stop any attacks and give you the chance to get into an attacking position again.



(Bottom-left to top) Pressing both kick buttons makes Gun Jack fly, the good old Cossack dancing move, and the excellent Volcano throw – Gun Jack simply launches his opponent high into the air.

BEST OFFENSE

Again you need to keep your enemy at a bit of a distance so that you can use powerful moves like the Debugger and Megaton Blast. One wonderfully simple but ultra-damaging combo involves a Dark Greeting followed by the Debugger, or try a Double Axe, Machine Gun Blast then a One-Two Blast.







(Bottom-left to top) The Debugger which can be used on downed opponents, the Megaton Blast, and the Dark Greeting – Gun Jack stomps forward and delivers a quick punch to the top of the head.

10 HIT COMBO

You're not likely to use Gun Jack's 10-hit combos very often. You're much better off using single power attacks instead, though this combo's not too bad. The final hits do big damage.













JULIA CHANG

WANDERING FIGHTER

As a baby, Julia was abandoned in the desert and adopted by Michelle Chang. Julia loved Michelle and her tribe and trained hard to protect her homeland. When Julia reached the age of 18, famous martial artists started disappearing around the world, though her tribe knew the cause – the God Of Fighting. Michelle felt her ancient pendant was part of the reason and travelled to Japan to ask Heihachi why he wanted it so badly, but never returned. Julia is now out to discover the truth and get her mother back.

PROFILE

Country Of Origin: USA
Fighting Style: Various Chinese Martial Arts
Age: 18
Height: 165cm
Weight: 54kg
Blood Type: B
Occupation: Archeology Student
Hobby: Hunting
Likes: Buffalo
Dislikes: Mishima Financial Empire

FIGHTING AS JULIA

Julia relies on quick stabbing attacks and floating combos to gradually wear down her opponent's energy. One thing that makes her so annoying to fight against is that she has lots of variations of the same attacks, and it takes some practice before you can anticipate her next move. If you're playing as Julia, mix these combos up to really confuse your opponent.







Julia has a lot of wrestling-style throws, such as this running faceplant and various suplexes like the one on the right.

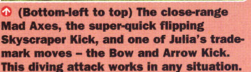
BEST DEFENCE

Julia's not great at defending, so try to stay in attacking positions whenever you can. If you're under pressure, use crouching punches followed by a quick attack which will force your opponent to defend like the Skyscraper Kick. Otherwise use a Spinning Sweep Combo or Tequila Sunrise to force them back.









(Bottom-left to top) The close-range Mad Axes, the super-quick flipping Skyscraper Kick, and one of Julia's trademark moves – the Bow and Arrow Kick. This diving attack works in any situation.

BEST OFFENSE

Use mixable combos like the Tequila Sunrise because they're so hard to predict. Also use dashing moves like the Body Elbow and Spinning Sweep Combo to keep them defending, and follow with floating combos such as a three-hit Slash Uppercut, standing LP, then a Razors Edge combo.







(Bottom-left to top) A fast dashing Body Elbow, a slow but powerful Twin Arrow, and finally the second hit of the Razors Edge combo. The first hit is a staggering spinning low sweep.

10 HIT COMBO

Julia's long combos are powerful if they hit, but a small mistake against a good player will leave her open to counter attacks. Because her moves link together quite slowly, she has long recovery times.

















OGRE/TRUE OGRE

THE GOD OF FIGHTING

PROFILE

Country Of Origin: Unknown
Fighting Style: Unknown
Age: Unknown
Height: Unknown
Weight: Unknown
Blood Type: Unknown
Occupation: Unknown
Hobby: Unknown
Likes: Unknown
Dislikes: Unknown

Legend has it that Ogre was a powerful weapon left on Earth by aliens millions of years ago, and was recently uncovered by Heihachi's troops. It is said to understand the structure of all living and artificial beings and absorbs them. It searches for strong souls on which it can feed, and has been drawn to the King Of Iron Fist Tournament by the strength of the competitiors' souls, especially Jin Kazama's.





There's no way of avoiding True Ogre's mid-air flames other than running underneath as it jumps into the air. It's not easy.



FIGHTING AS TRUE OGRE

True Ogre fights just as regular Ogre does, only in a completely different form. It has a few extra moves, such as the ability to spit unblockable fire, hit with its long tail and use its giant wings to hover briefly (only during moves or when jumping). True Ogre is a bit of a cheat character to play as, and should be reserved for beginners and elderly relatives only so that they have some chance of winning.

BEST DEFENCE

When playing as True Ogre, it's possible to get out of some floating combos by tapping the kick buttons – you should flap your wings and have time to move out of the way. Ogre has some brilliant quick attacks such as the Deadly Slice which you should use after blocking slow recovery hits.





(Bottom-left to top) True Ogre's risky mid-air floating combo recovery trick, Kunimitsu's quick Deadly Slice attack, and the Demon's Feast – a simple counter attack which works against most punches.

BEST OFFENSE

As True Ogre, the unblockable Hell's Flame and Blazing Inferno attacks are the most useful, but are very cheesy. Don't use them too much. If you're feeling a bit flash, try sticking a counter-hitting Slap, a crouching Left Kick and a Medium Power Punch together for a devastating three-hit combo.







(Bottom-left to top) The Deadly Spear – a simple touch of the hand which does big damage, an overhead throw similar to Gun Jack's, and True Ogre using one of his exclusive tail attacks.

FIGHTING AS OGRE

Ogre uses moves it has stolen from the previous *Tekken* characters it has killed – Wang Jinrey, Bruce Irvin, Jun Kazama, Baek Doo San, Kazuya Mishima, Lee Chaolan, Kunimitsu, Anna Williams and Armor King (though the last two aren't actually dead in the *Tekken 3* storyline.) Ogre also has the quickest dodge in the game, and it's very handy for starting combos.



(From left to right) As Bruce, Kazuya and Wang.

ANNA WILLIAMS

MALICIOUS SISTER

Anna is Nina's twin sister, and has also been in a deep cryogenic sleep for 15 years. She now feels the need to help Nina and prevent her from becoming an assassin again.

FIGHTING AS ANNA

In arcade *Tekken 3*, Anna was simply an alternate costume for Nina but Namco have developed her into a character of her own for the PlayStation game. She shares most of Nina's moves, but has a fair-sized selection of her own which make her play slightly more like old-skool Nina. She's also slightly slower than her sister.





PROFILE

Country Of Origin: Ireland
Fighting Style: Bone martial arts and Aikido
Age: 20
Height: 163cm
Weight: 49kg
Blood Type: A
Occupation: Student
Hobby: Planting false memories in Nina
Likes: Espresso coffee, Jerry from *Tom and Jerry*
Dislikes: Nina, because she's no longer interested in her

On the far left is Anna's bonus zebra-skin costume. You'll be able to select it when you've played as her enough times.

KUMA/PANDA

RAGE BEAR

The original Kuma died while travelling with Heihachi, and this is its child. While watching TV one day (it's a very intelligent bear, okay?) it went mad at the sight of Paul Phoenix and set out to defeat him. Kuma is secretly in love with Xiaoyu's Panda.

FIGHTING AS KUMA

Kuma is regarded by both *Tekken 3* players and the development team as the weakest fighter in the game. Selecting Kuma with a kick button lets you play as Xiaoyu's Panda. While he's got massive arms and some powerful moves, he's too slow overall to be of much use. He does have some very entertaining moves though...





PROFILE

Country Of Origin: None
Fighting Style: Advanced Bear Fighting
Age: 8 bear years
Height: 280cm
Weight: 210kg
Blood Type: Unknown
Occupation: Bodyguard to Heihachi and Xiaoyu
Hobby: Training, cooking salmon
Likes: Watching TV, Heihachi Mishima and Panda
Dislikes: 14 inch black & white TVs (because they're hard to see)

Kuma's Bear Hammer is a powerful three-hit combo. It finishes with an overhead punch, which will hit a crouching opponent.

MOKUJIN

WOODEN PERSON

Mokujin is a training dummy made from a 2,000-year old oak tree who came to life when the God Of Fighting awoke. He has a never-ending will to assist martial artists and can use any of the techniques practised by other *Tekken 3* fighters.

FIGHTING AS MOKUJIN

Mokujin doesn't have any moves of his own – instead, each round he plays as a different fighter. He can use all of their moves, though occasionally plays slightly differently because of the length of his arms and size of his body. You should only use Mokujin when you know all of *Tekken 3*'s characters perfectly and want to show off your mastery by playing with what is essentially a random fighter.


JIN


LEI


GUN JACK


HWOARANG

PROFILE

Country Of Origin: Unknown
Fighting Style: Mokujin style
Age: Unknown
Height: 178cm
Weight: 95kg
Blood Type: Unknown
Occupation: Training Dummy
Hobby: Unknown
Likes: Unknown
Dislikes: Unknown

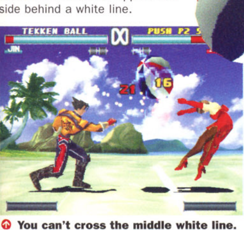
At the start of each round you need to watch Mokujin's stance carefully to work out which character he's playing as. You need to know a fair bit about *Tekken 3* before you try playing as him.

ALL-NEW FEATURES FOR PLAYSTATION OWNERS!

On top of a near-perfect conversion of the *Tekken 3* arcade game, PlayStation gamers also get a bunch of extra modes for nothing! We've covered them all in previous issues of CVG, but here's a quick reminder of what you'll be getting should you decide to buy *Tekken 3*.

TEKKEN BALL

This hidden mode is a bonus game of volleyball where the two characters hit a ball between them, trying to make it land on their opponent's side behind a white line. Powerful moves charge up the ball so that it flies straight ahead, doing big damage if it connects with the other player. Great fun when you want a change from regular fights.



You can't cross the middle white line.



You get quick replays of knockouts.

PRACTICE MODE

As with *Tekken 2*, *Tekken 3* has a brilliant Practice Mode where you can fight against a dummy to your heart's content. You can also call up a moves list, learn 10-hit combos and even try out some simple floating combos. It even lets you check out the recovery time of each move and practice your attack reversals.



While you're red, you can't attack.



Watch a combo before trying it out.

MOVIE THEATRE

Because *Tekken 3*'s rendered intro and end sequences are so fantastic, Namco have included the Movie Theatre option so that you can view them at any time. Once you've completed the game as a character, their ending is added and eventually you'll even get the option to put your *Tekken 1* or *Tekken 2* disc in the PlayStation and watch their movies as well!



Tiger's ending is one of the best. He does some groovy disco dancing to one of the game's best tunes.

TEKKEN FORCE

A four-level sideways-scrolling game where you have to battle against Heihachi's army of crack troops. While it's a novel idea, Tekken Force mode isn't as much fun as it could have been and can get very annoying, especially when you're attacked by two people at once. The levels aren't very big either, but it's worth playing through a few times to rescue Doctor Boskonovitch and add him to your selection of fighters.



Fighting two enemies at once can be very frustrating. Still, it only lasts four levels.



2ND OPINION

Tekken 3 features a technically mind-blowing game engine. Every fighter, except Gon and Dr B, richly rewards hours of dedication. There are almost no cheap moves, and those that exist, primarily Eddy's, can be stopped by better players. The strategy is the deepest in any fighting game, and the most faithful to real martial arts. _Tekken 3_ is also great for beginners who get cool results fast. My only disappointment is that the UK PlayStation version runs slower than the arcade original. However this doesn't take away from the overall magnificence of the year's best console game.

PAUL DAVIES

CVG OPINION

Namco have done wonders with _Tekken 3_ – they weren't content with "just" giving us a practically perfect arcade conversion, they went on to add loads of excellent new features on top! The graphics have been cut down very slightly, though you're only likely to notice the backgrounds not being as 3D as they are in the arcade version. The important thing is that it plays just like the arcade game, if slightly slower. _Tekken 3_'s biggest plus point is that anybody can play it and have a great time. If you want you can bash on the buttons so that you fluke impressive moves, or you can dedicate a whole year of your life to learning the most detailed intricacies. As with all the best games, it will take a lifetime to master. The new PlayStation-only features are great to have, though I can't believe anyone will want to play Tekken Force Mode again after collecting Dr B. Whether you're a casual gamer after some impressive fighting action or a hardcore arcade nutter wanting something to test your skills to the max, _Tekken 3_ is certainly your best option on the PlayStation. The only disappointment is the 17% speed loss in the UK version. Button-bashers won't care, but fighting fans will certainly notice the slowdown.

ED LOMAS



Fantastic! Own the arcade game at home, plus a whole bunch of new features and characters. The best of its kind on the PlayStation for sure!





MUSIC GAME | BY SWEEPSTATION | AUGUST RELEASE | 1 PLAYER

- PRICE £39.99
- IMPORT VERSION AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- RELEASED BY SONY TEL 0171 447 1600

Give your trigger finger a rest and spend some quality time making beautiful music with your PlayStation.



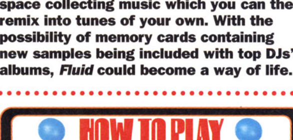
Being a DJ is one of the coolest occupations you can possibly have. Everyone wants to be one, but most don't have the record collection, decks or cool stage name required to make it on the club scene. Never fear, because *Fluid* gives you the chance to be a mixing legend in your own bedroom. Playing as a dolphin, you must travel through time and space collecting music which you can then remix into tunes of your own. With the possibility of memory cards containing new samples being included with top DJs' albums, *Fluid* could become a way of life.

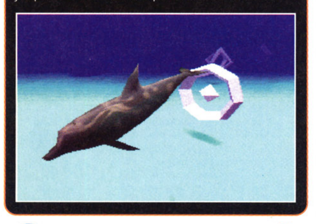
HOW TO PLAY

Fluid is simple enough to play. Here are the three main sections of the game you'll be using:

SILENT SPACE

Silent Space is simply used for choosing your next Cruise Stage or Groove Editor, but you get the chance to swim around as a dolphin. It's even possible to jump out of the water and perform tricks in the air!





GROOVE EDITOR

Once you've visited a Cruise Stage and collected new music "patterns", swim to the Groove Editor and create two tunes of your own. Simply choose an instrument and pick which pattern you want it to play, then add special effects such as echo, modulation and pan. The swirling colourful patterns in the background can be fiddled around with too!



CRUISE STAGE

While in a Cruise Stage you can play along to the music in the background by holding one of the buttons and swimming around. Swimming to the top or bottom of the screen fades out certain sections of the tune, and doing a spin makes a drum roll. After a while of playing along to one of your new tunes you'll get the opportunity to swim onto the next Cruise Stage and collect a new style of music.



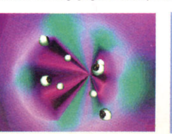
The Wire Cruise Stage sees your dolphin flying over electricity pylons to ambient dance music.



Flower has the jazziest music of the lot, with some cool guitar and piano riffs for you to mix.



Pressing R2 lets you change the background graphics in Colour Cycle mode. Totally psychedelic, man!



CVG OPINION

Original ideas such as *Fluid* always come as a great relief from the piles of unimaginative PlayStation games released every month. While you don't have complete freedom in creating tunes, it's still enough to give you a great sense of satisfaction when you make something that sounds good. There's a decent variety of music too, with some dancy tracks, a jazzy one, a jungly one, and some excellent ambient effects. Because of the way the Groove Editor works, it's hard to make anything that sounds bad as it keeps the music patterns in time with everything else. The Silent Space sections look quite good, though the full-motion video backgrounds are slightly jerky. Unfortunately, this section's not as detailed as it could have been because there are so few effects that you can play 'live' onto your backing track. You're not likely to play *Fluid* a lot once you've had a go at each tune, but it's a great game to own so that you can have a go every now and then. If you're after a break from death, destruction and driving, give *Fluid* a go.

DJ DRED LOMAS

RATING



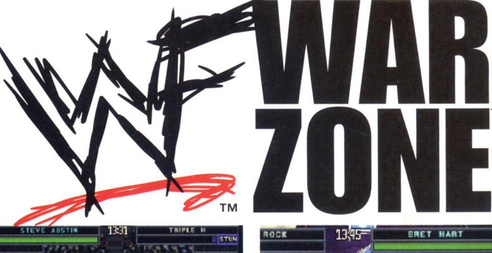



Chill out and try your hand at creation rather than destruction for a change. Fluid's a great idea which has been done very well.





We've been promised the thrills of the WWF before in a game, but this time could it be true? Let's get ready to r-u-m-b-l-e!



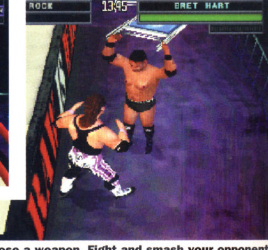
The WWF finally gets the game it deserves. After years of waiting, technology has finally caught up, and now we can all pretend we're Stone Cold Steve Austin for a few hours. Or of course any of the other WWF superstars – there's 18 of them. With fan favourites like The Undertaker, Mankind and Shawn Michaels, plus those that are constantly booed! Featuring cage fights, grudge matches, wrestlers interfering with other matches and chairs being slammed over opponents' heads – this is WWF Warzone!

THE REAL DEAL

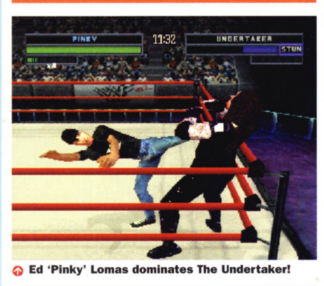
WWF Warzone contains everything you'd expect if you're a fan of the sport. As it's an officially endorsed product, it also contains a number of features to make the play seem more realistic. Texture maps all resemble the real wrestlers, plus there's over 300 motion-captured moves. It's easy to spot who's who when you use a signature move, such as the tombstone, mandible claw and Stone Cold's stunner. Each character also has sampled speech to taunt their opponent, plus their signature tune plays before the fight. The next level of realism is added by the commentary, fans of the WWF will immediately recognise the voices of Jim Ross and Vince McMahon, their comments stick to the action well.



The motion-capture is so good that fighters have moves that are instantly recognisable. Like the way Austin kicks at his opponents when they're in a corner.



Choose a weapon. Fight and smash your opponent with chairs, TV sets and even the timekeeper's bell.



Ed 'Pinky' Lomas dominates The Undertaker!

INTRODUCING A NEW CHALLENGER

If playing around with 18 WWF wrestlers wasn't enough, there's also the option to create your own. This is the only wrestling game that allows you to do this. Choose a body shape, add clothes and accessories, give them a name, signature move and tune and then decide whether they're a fan favourite or trouble maker. Your creation can then challenge to be the WWF champion.







CVG OPINION

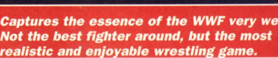
Ed and myself often stay up until the small hours some Sunday nights to watch the latest WWF pay-per-view extravaganza. We're not huge fans, but it's funny. That's what you get from WWF Warzone, not a great fighting game when compared to others on the market, but as a wrestling game it works well. This is because it includes everything you'd expect. Wild commentary, cheering crowds and matches that continue to sway back and forth. The cage and weapons matches are good fun, and the multiplayer game works well. It's also possible to learn a large number of moves, and develop strategies to wear out your opponent. There's only one small gripe – some of the wrestlers featured are no longer in the WWF, oops!

ALEX HUHTALA

RATING



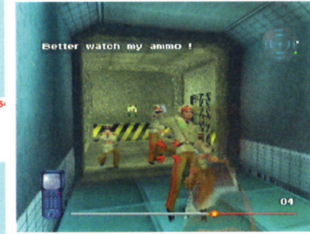


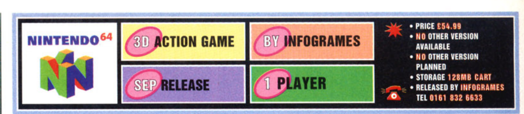



Captures the essence of the WWF very well. Not the best fighter around, but the most realistic and enjoyable wrestling game.



POLICE REPORT
Accident Report / RTA-1156
Date: 23rd January 1998
Time: 16.28 hrs
Injuries: None
Driver's Statement:
"I was just trying a hard right, like turn 12 of the Swedish stage in V-Rally. My car never does that".
GMP/RTA/R11-675
NOW ONLY £29.99! RRP
60 tracks (mud, slush and gravel come as standard).
11 seriously-tweaked official rally cars.
Unpredictable weather conditions and pretty evil driving terrain.
Split-screen means you can humiliate your mates from the comfort of your own armchair.
A totally realistic driving experience.
Official PlayStation Magazine 9/10
PlayStation Plus 94%
PlayStation
ocean
V-RALLY
HEART RACING ACTION
"logo and "PlayStation" are trademarks of Sony Computer Entertainment Inc. © INFOGRAMES 1998. Ocean is a registered trademark.

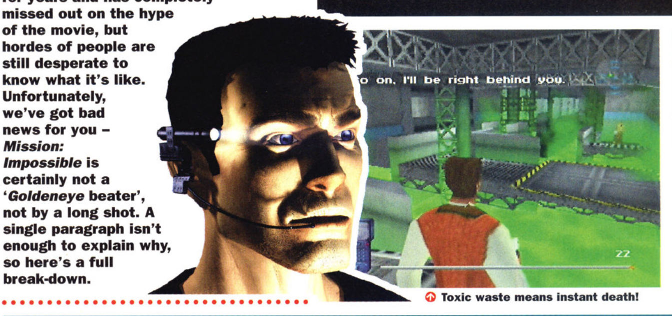




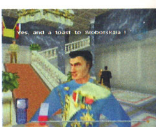
The whole world's been waiting three years for this 'potential *Goldeneye* beater', but now it's time for the truth.

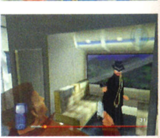
MISSION: IMPOSSIBLE

Goldeneye **kicked off a massive demand for spy games, and *Mission: Impossible* is the perfect movie to convert for a bit of classic stealth action. It's been in development for years and has completely missed out on the hype of the movie, but hordes of people are still desperate to know what it's like. Unfortunately, we've got bad news for you – *Mission: Impossible* is certainly not a '*Goldeneye* beater', not by a long shot. A single paragraph isn't enough to explain why, so here's a full break-down.**



Toxic waste means instant death!



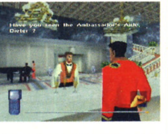

Here's Ice T on a train.

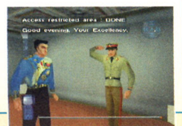
MISSIONS: VARIABLE

Mission: Impossible is split into five main sections, each with a selection of missions for you to complete. They follow the movie very loosely, and vary greatly in size, style and quality. Here are some of the things you can expect to do along the way.

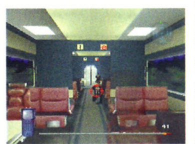
SNEAK ABOUT

The first few missions of the game involve creeping around carrying out missions without being rumbled. You often have to use the facemaker to disguise yourself as someone else so that you can gain access to restricted areas and plant other bits of useful gadgetry. The best mission in the game is the Russian Embassy Function near the start which doesn't require any shooting at all.





WALK AND SHOOT



In many of the missions you need to run around with a gun, shooting bad guys and picking up bits and pieces. This is where the bad controls become especially noticeable, as turning around is very slow. It's also not possible to sidestep unless you're in the gun aiming mode. Plus, if you get more than one enemy attacking you at once it's almost impossible to take them out quickly as you would in just about every other game.

BUNGEE!

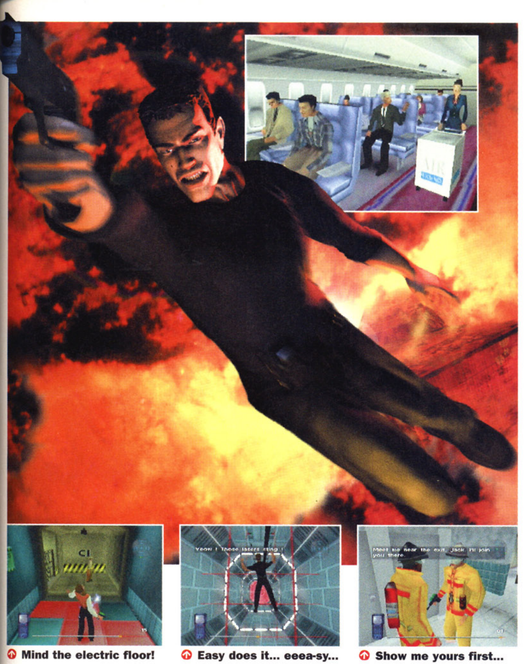
Based on the fantastic scene in the movie, Ethan has to lower himself to a computer terminal in the high-security CIA building without setting off the alarm. In the game, there's a long shaft full of moving laser beams which do damage whenever he touches them. Unfortunately, the fuzzy graphics make it very hard to judge the distance of the beams and the level becomes very frustrating.


Every now and then, this agent comes in and uses the computer below. Don't move a muscle or he'll see you!

BOAT BOREDOM

While escaping in a gunboat, take out buildings on either side of the water as well as shooting any mines from in front of you. This is one of the worst stages in the game, with appaling graphics (especially the explosions) and dull, repetitive gameplay.





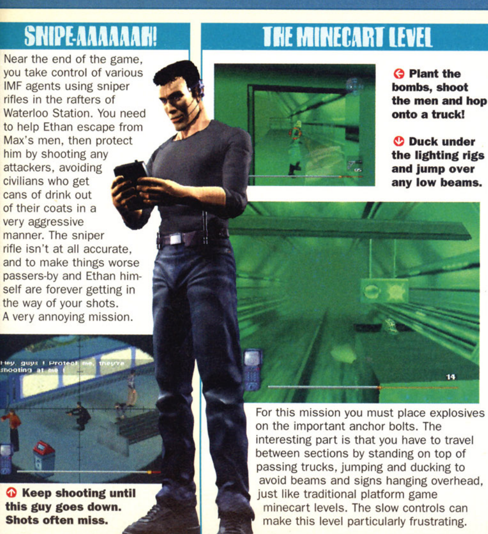
Mind the electric floor!

Easy does it... eeea-sy...

Show me yours first...

SNIPE-AAAAAAH!

Near the end of the game, you take control of various IMF agents using sniper rifles in the rafters of Waterloo Station. You need to help Ethan escape from Max's men, then protect him by shooting any attackers, avoiding civilians who get cans of drink out of their coats in a very aggressive manner. The sniper rifle isn't at all accurate, and to make things worse passers-by and Ethan himself are forever getting in the way of your shots. A very annoying mission.



Keep shooting until this guy goes down. Shots often miss.

THE MINECART LEVEL



Plant the bombs, shoot the men and hop onto a truck!



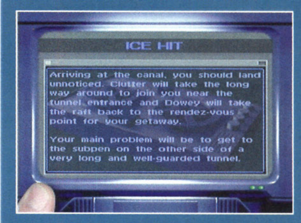
Duck under the lighting rigs and jump over any low beams.

For this mission you must place explosives on the important anchor bolts. The interesting part is that you have to travel between sections by standing on top of passing trucks, jumping and ducking to avoid beams and signs hanging overhead, just like traditional platform game minecart levels. The slow controls can make this level particularly frustrating.



YOUR MISSION, SHOULD YOU DECIDE TO ACCEPT IT...

Here's a run-through of the very first mission in the game – perfect for easing you into the action.





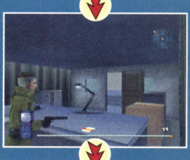
From the canal, climb over the fence and head for the building marked on your scanner.



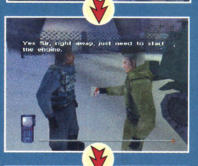
Inside you'll find an officer who won't fall for your excuse. Shoot him before he alerts anyone else.



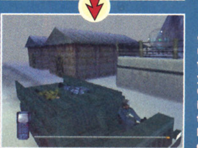
Use the facemaker to take on the officer's identity so that you'll be able to walk around unnoticed.



Pick up the envelope from his desk and look for someone who'll take it to the high security sub-marine pen.



Good old Boris, the driver, will deliver your message for you. You just have to wait for his truck to warm up.



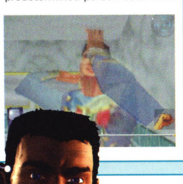
When the engine starts up, jump on the back with your partner Clutter and hitch a lift to the sub pen. Mission complete!

GIZMO PALACE

Mission: Impossible has plenty of gadgets for Ethan and his team to use, though you normally only get to use them on a single mission.

FACEMAKER

Knock someone out, then use the facemaker to take on their identity. It only works on one predetermined person each time.



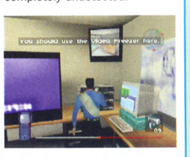
SPRAY PAINT

Spray this blue paint onto video cameras if you don't have access to the video freezer. It works almost as well... sort of.



VIDEO FREEZER

This jams all multimedia equipment, giving you a chance to sneak past security cameras completely undetected.



DYNAMITE GUM

The stuff from the movie. Mix the red and green ends together, stick it somewhere you want to blow up, then run away!



GRRRRRR!

Here are a few of the most annoying design problems in *Mission: Impossible.*



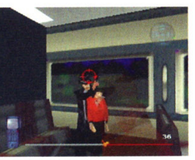
When you kill an enemy, his gun can't be picked up until he's gone through a long death animation and has disappeared (normally about four seconds).



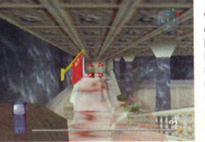
You can't sidestep unless you gold the R button to go into aiming mode. Even then, Ethan just slides like he's on wheels.



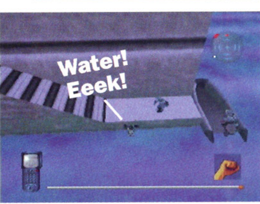
Some chest-high ledges can be climbed upon while others can't.



Putting the crosshair right on someone's head and firing doesn't always get a hit.



The targeting crosshair is very inaccurate at distance, even with a sniper rifle.



There are invisible walls to keep you from walking into some bits of water, but not others. If you fall in, you die instantly – obviously Ethan can't swim.

The same button is used to activate items, talk to people, open doors and jump. You can end up doing the wrong thing at the wrong time.

CVG OPINION

When a game is hyped constantly for ages without anyone actually playing it, you know there's something wrong. Although it's clear straight away that *Mission: Impossible* is pretty ropey, I enjoyed myself for the first three missions. They ease you into the game and have some well thought out sections, but before long the game goes dramatically downhill. The graphics are poor – the characters are blocky and unstylish, the scenery is basic and everything is very fuzzy. The sound's also disappointing, as there's almost nothing whatsoever after the famous introduction music and a few spoken sequences at the start. The frustrating thing is that there are some great ideas in *Mission: Impossible*, though none of them have been implemented very well at all. On top of the few good bits, there are plenty of extremely boring levels which have been badly designed and badly put together. The controls also make many of the levels a chore to play. It's a great shame, and though you'll have some fun on a few occasions, they're not worth forcing your way through the rest of the game for.

ED LOMAS

RATING





The tedious bits far outweigh the entertaining bits. A real missed opportunity and a big disappointment after three years of waiting.





GAME BOY™ PROTECTING THE PLANET FROM BOREDOM

Nintendo®





PlayStation	SCROLLING SHOOTER	BY TAITO
	OUT SEPTEMBER	1-2 PLAYERS

- PRICE £44.99
- MULTIFORMAT PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY THQ TEL 01372 745222

If it ain't broke, don't fix it. After all, it's harder to make a bad shooting game that a good one. Taito and THQ hope so...



The PlayStation has yet to see a truly decent sideways-scrolling shooting game. There have been a couple of OK attempts, but nothing that looks and plays like a classic. *Darius* is one of the longest-running and most established titles in this field, having appeared in arcades in 1986 and on a variety of home formats including Master System and SNES. This PlayStation version keeps up the high standards set by the others with its addictive playability, but doesn't quite match up in other departments.

The blue bullets can be shot away, but you still have to dodge the yellow ones. The fin will also do you harm.

CAPTURE THE ENEMY



Enemies boost you firepower if you snag them.

A cool feature of *G Darius* are the Capture Balls. You have three of these spheres (or more if you change them on the option screen) and these are an excellent addition to your arsenal. If you fire one at an enemy, it'll trap them in a tractor beam and suck them towards you. Once they're on the side of your ship, start firing and they'll act as a couple of drones for you. Different enemies have different shots obviously, and their size has an effect. A big craft slows you down but has powerful lasers. Once you have a ship by your side there are a couple of other cool moves you can pull off which can cause spectacular amounts of damage.

SMART BOMB

By pressing the Launch Capture Ball button again once you've nabbed something, it becomes a mini smart-bomb which kills everything within a small radius.



POWER LASER

Press and hold the single shot fire button and you'll notice a blue light start charging up on the end of your ship. Release once full for an awesome temporary power laser.



CVG OPINION

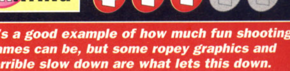
G Darius **is cliché heaven for a reviewer. Are you ready? Well, fans of this type of game will love it, and while it doesn't offer anything new, it's certainly good to play. Seriously though, *G Darius* is a top little shooter, and one that initially surprised me with its addictive qualities. It's really tough as well, but that's where it falls down on the later stages. Trying to work out what the hell is going on is headache-inducing, and couple that with the slowdown and you'll be reaching for the Nurofen in no time. Sound is OK, but it could have done with some really pumping soundtracks to get you going. In the graphics department, there are some interesting ideas but it's nothing overly impressive. It's a game that would be good to rent for a few nights, but if you bought it, I can't help thinking it would disappoint you.**

STEVE KEY









It's a good example of how much fun shooting games can be, but some ropey graphics and terrible slow down are what lets this down.

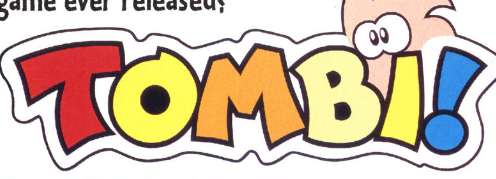
REVIEW







A caveboy with pink hair versus a horde of evil pigs. Is this the weirdest game ever released?



Think of your favourite PlayStation game, and you'll probably think of something with fancy 3D graphics. Most people think, 'If it isn't 3D, it's not worth the time'. Just look at *Dracula X* – one of the best games made for the console, but a flop at retail.

Next up to convince you to buy a 2D game on PlayStation is Sony. Their latest release is certainly worthy of your attention, coming from a very high pedigree producer indeed. Not only is the 2D platform action from the work of a master, there's even the added luxury of some 3D sections.

Looks like this caveboy might just do the business.





Jump on the back of a pig! Then throw 'em across the screen. Cool!

STOP THE PIG-EON!

Tombi is about to embark on an epic quest to reclaim his Grandpa's stolen bracelet. It must be a family heirloom, because he's got to cover a lot of ground if he's going to find it. He's also got to do battle against evil pigs, who operate under the command of seven pig overlords. These overlords are responsible for pilfering in this once-peaceful region. Not only is *Tombi* going to find that bracelet, but he's going to defeat those pigs and their evil compatriots!



The pigs are sleeping by the campfire. Hold on to that mothball!



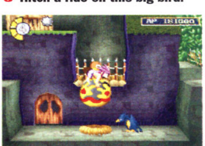
The mysterious pig island. You need to find a telescope to view it from the watchtower.



The hideous floating jellyfish.



Hitch a ride on this big bird.





MAKING WHOOPEE

There's one main reason why we're interested in *Tombi*, and that's the man behind the game. His name is Tokuro Fujiwara, and he's responsible for some of Capcom's greatest hits, including *Ghosts and Goblins*, *Street Fighter*, *Mega Man* and *Resident Evil*. He's now left Capcom to set up his own company, Whoopee Camp. *Tombi* is the first game to be produced under this new venture. As you play the game, that pedigree of hits becomes quickly apparent.



Tombi is like Arthur from Ghosts and Goblins.



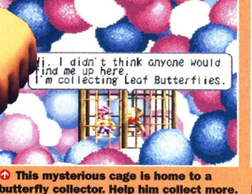
LOST AND FOUND

Most of *Tombi* revolves around solving other peoples' problems. As the caveboy travels from village to village, he hears stories of villagers' lives being disrupted by the evil pigs, who kidnap people and steal things.

If Tombi wants to get any further, he'll have to put the thought of finding that bracelet on hold, and help these people out.

Tombi embarks on mini-quests, which rely on a mixture of platforming and puzzle-solving skills. Villagers will vaguely tell you where the missing items are, and you then have to try and find them.

Finding items involves going back into previous levels of the game, and exploring them all over again.



This mysterious cage is home to a butterfly collector. Help him collect more.



The leaf butterflies live in piles of leaves. Disturb the piles to release them.



This jump is almost impossible!





This wooden bridge buckles under Tombi's weight, be careful.



Talk to everyone for clues.



Those plants want feeding!



AHA! A SECRET PASSAGE

Tombi's side-scrolling action contains some 3D trickery which, at certain points, enables the caveboy to venture out of the screen. Imagine all objects he encounters being 3D, but you only see them in 2D. Because of this, there are several possible routes and secret areas on every level.







Use the map to discover routes.

CVG OPINION

If you can live with the basic graphics, there's a lot of fun to be had playing *Tombi*. There's a real retro feeling to the game and it has some clever surprises. It's also an eclectic mix of different styles. Platforming obviously makes up the bulk of the game, but at times you think you're playing an RPG or adventure game. The puzzles are many and varied, requiring different approaches to solve. *Tombi* might not be the most exciting platform character, but he's not the most annoying either. The graphics suggest a younger audience, but the solid gameplay suggest older players. Whatever, *Tombi* does enough to make me want to play more, and to keep a keen eye open for Whoopee Camp's next release.

ALEX HUHTALA

RATING






Solid gameplay rules over the simple graphics. Tombi won't cause a 2D revolution, or create a caveboy fan club, but it's good fun for those that want it.

SAINT & KEYSIE

Football tips from CVG's footy experts!

EA GRAB PREMIER LEAGUE LICENCE!

After revealing all to you last month, Saint and Keysie moves into overdrive this month with the first pics of the new Premier League game and shots of *Actua Soccer 3*. We also have our first ever prize winners. Next month we have a cool exclusive lined up for you, so remember, if it ain't in Saint and Keysie, don't bother. Maybe.





Stam is in the Man Utd team.

Electronic Arts have just signed a four-year deal to produce the official FA Premiership game, and are hoping to secure similar deals in most of the major leagues across Europe.

The new deal was first put to Premiership bigwigs as long ago as February 1997! At that time, three other companies were in the running. Two of those companies, Gremlin and Eidos, have a proven track record with football games. The other un-named party was rumoured to be Sony. More publishers entered into the fray at the second attempt, but EA's record with *FIFA* and the strong sports heritage won the day.

Excitement

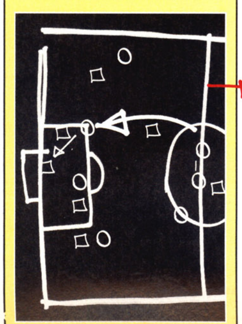
FA Premier League Football Manager '99 will be released this Autumn on the PC, shots of which you see here. A more action orientated version will be released on the PlayStation early next year. The most interesting point about this new game is the fact that it's being developed in EA's UK studios, with the *FIFA* titles continuing to be programmed in Canada. This at least guarantees that the game will be coded by those who are familiar with the Premiership and the excitement and passion that surrounds it.

The title gives EA the rights to all of the kits, stadium, players, logos and club names. The fact that the management game is due out in September means that EA will be able to include all the latest transfers and swaps to make it totally up to date. We'll have an extensive look next month.



Secret shots! The new game even lets you set the price of tickets for individual parts of the stadium! Blimey.

Chalkboard



THE CHEESEBOARD - ACTUA SOCCER 2



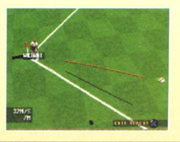
The most common tips sent in by you lot were some easy goals on *Actua Soccer 2*. Most of them included the two we're about to show you, and Mark Finnie was quickest out of the blocks with these. Get in touch with us Mark and we'll sort something out.

How about a goal from the kick off! Run to the side after touching the ball and then run straight at the goal (you should be level with the area). Mark says that sometimes you may get a player on your tail, but he can be shaken off. As you enter the penalty area, power up full and cut towards the goal. He shoots, he scores!





His second goal is a scoring method from corners. Choose England as your team and get the corner. Make sure Wrighty takes it and move the red circle over a player just outside the far corner of the six yard box. Use X to cross it) and As the ball enters the 18-yard box, start hitting square and the attacker will finish it off for you.







90% COMPLETE

NINTENDO64 | FOOTBALL SIM | BY KONAMI | SEPT RELEASE | 1-4 PLAYER

- PS, N64 AND SNES PREDECESSORS AVAILABLE
- PS VERSION PLANNED
- STORAGE 128MB CART

- PUBLISHED BY KONAMI
- TEL: 01895 853 000

Last month we brought you the PlayStation version, and now the N64 cart has landed on our laps. Does it live up to expectations?



Konami know that they're obviously onto a winner with these latest *ISS* games. But they have to be careful of not falling into the same trap that early *FIFA* titles were snagged in, namely releasing mindless updates. First impressions of *ISS '98* however, seem to offer no major new features that greatly improve it over the original. It's still the best football game you're going to get on the Nintendo, but unless it changes significantly between now and the release, the cut price original is an even more appealing offer.





MR. LENIENT

There are three standards of referee in *ISS '98*, ranging from incredibly harsh to super-lenient. You can select which one you prefer, depending on your style of play. But it's often better to leave it on the random selection the save hassle. Red cards are a rarity, but we've yet to experience the full wrath of Mr Strict.



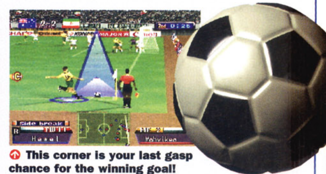
They say the best refs are the ones you don't notice. Hence this guy's camouflage get-up.

CHANGE THE COURSE OF HISTORY!

ISS '98 features an exceptionally cool Scenario mode, which is your chance to re-write the history books by finishing off some of the classic matches from recent times. You're given the choice of 16 different matches and have to try and redeem a certain teams' failures and lead them to victory. For instance, you have can take over the final Italy vs England game in Rome where we drew 0-0 to qualify. This time, you have to notch one for Glenn Hoddle's men and scrape a victory. Or you can take over the Australia – Iran game which cost Terry Venables team qualification to the World Cup by scoring a last-minute winner.



Each of the scenario modes are raked out of five.



This corner is your last gasp chance for the winning goal!

DO A BECKHAM!

We're talking about a Beckham from the Colombia game, not the Argentina one. Taking free kicks is simple in *ISS*, in that you just move the arrow to the direction you want to shoot and have a dig. But for the '98 version, the game now lets you alter the height of the kick as well, meaning a lot more skill is involved this time. Scoring is difficult though, as the keepers are pretty difficult to beat, but once you've worked out a height and power to get the ball on target, goals are on the cards.





Get the kicks mastered and scenes like this will be common.

A little dink over the wall is all that's required here. Easy. Not.



THE VOTE OF CONFIDENCE

50% COMPLETE · CD ROM · FOOTBALL MANAGEMENT · BY CAFFEINE SOFTWARE · DEC RELEASE · 1-20+ PLAYERS
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY UBI SOFT TEL 0181 944 9000

80% COMPLETE · PlayStation · CORRIDOR · BY ANCO · NOV RELEASE · 1-4 PLAYERS
- PS PREDECESSORS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- RELEASED BY ANCO TEL 01322 293 422

FOOTBALL WORLD MANAGER

Ubi Soft are about to enter the management market with *Football World Manager* on the PC. There is no doubting that this title is going to be comprehensive. It will feature over 25,000 players from 50 countries. That's 70 leagues and over 5000 clubs! If simply dipping in and out of the transfer market isn't your style, then maybe you can build up a decent youth development programme, something which this game will let you do as well. You have access to the data from all the games, so if a player hits form you can snap him up before the price tag starts rocketing. Real time data is also being incorporated so that any changes you make during a game will either reap instant rewards or failure.









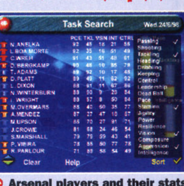
You can have a look at newspaper reports from all over the world. This is useful for scouting.



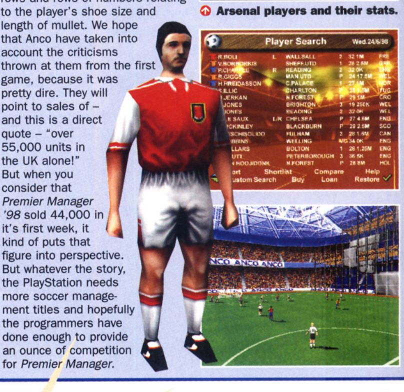
You even get a bit of in game action for your troubles. Time for your stress levels to rocket!

PLAYER MANAGER – SEASON 98/99

The second of our management titles this month is also the sequel to the first management sim released on the PlayStation. The new update will have all of the latest squads and transfers from around the country (like Desailly to Chelsea) to keep die-hard fans happy. Also, the game lets you view certain attributes of players, so save you from wading through rows and rows of numbers relating to the player's shoe size and length of mullet. We hope that Anco have taken into account the criticisms thrown at them from the first game, because it was pretty dire. They will point to sales of – and this is a direct quote – "over 55,000 units in the UK alone!" But when you consider that *Premier Manager '98* sold 44,000 in it's first week, it kind of puts that figure into perspective. But whatever the story, the PlayStation needs more soccer management titles and hopefully the programmers have done enough to provide an ounce of competition for *Premier Manager*.



Arsenal players and their stats.



ACTUA SOCCER 3

After the announcement of EA's tie in with the Premier League comes the first shots of Gremlin's latest instalment of their flagship soccer game, Actua Soccer. Information on the third title is scarce at the moment, but as you can tell from these shots, graphical detail has been greatly improved. The stadiums look very impressive too.





Recognise the stand? Villa fans should be shouting 'Holte End' right about now!



All of the major European teams will be selectable to play as. So there.

SPOT THE BALL!

Hidden somewhere in this mag, but not in Saint and Keysie, is a CVG ball. Find it, send in an entry telling us where, and win some prizes. It's as easy as that. Our first winner was **Nicholas Gardner from Crosby in Merseyside**. He correctly found the ball on page 8 of issue #201. Expect a call from us soon Nicholas.

FACE THE FACTS

Patrick Kluivert and his strange alter-ego? Maybe the programmers are colour blind.





Patrick, you look decidedly pale.

Games League

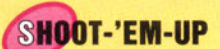
Vote for your top 10 football games. As the reader charts start to pile in, we get a fairer indication of what you really play. Keep them coming!

Pos.	Title	Format	Price	Rating
1	World League Soccer	PS, SAT, PC	£44.99, £34.99 (PC)	4/5
2	Actua Soccer 2	PS, PC	£39.99, £34.99	4/5
3	Premier Manager '98	PS	£44.99	5/5
4	World Cup '98	PS, N64, PC	£44.99, £59.99, £34.99	4/5
5	ISS Pro: Platinum	PS	£19.99	5/5
6	Three Lions	PS, PC	£44.99, £34.99	2/5
7	Sensible Soccer '98	PC	£34.99	4/5
8	Road to World Cup	PS, N64, PC	£44.99, £64.99, £34.99	2/5
9	Championship Manager '97-98	PC	£29.99	N/A
10	Worldwide Soccer '97	SAT	£34.99	N/A

All compo entries, tips and general football blab should be sent to this address:

SAINT AND KEYSIE
COMPUTER AND VIDEO GAMES
37-39 MILLHARBOUR
ISLE OF DOGS
LONDON
E14 9TZ





RADIANT SILVERGUN

The shoot-'em-up that thinks it's a fighting game... no an action/adventure... no an RPG. Or, how about the shoot-'em-up which redefines the shoot-'em-up. In style. And then some.

Chain combos. Hidden areas. Captivating plot. Not usually the type of thing you associate with this sort of game, but then *Radiant Silvergun* comes from one of the world's genius teams – Treasure. With Treasure you're guaranteed a hot ticket. In *Radiant Silvergun*, you get a season pass to some of the best places a video game has ever taken you.

You begin in what seems like a standard scenario: cue your ship flying up the screen; cue blue skies; cue small alien jet-fighters swarming down toward you. THEN you figure out how your three basic weapons (Vulcan, Homing, and Spread) combine to create three more (Homing Plasma, Wide Shot, and Homing Spread).

THEN you let go with the Homing Plasma and notice the word Chain on screen. Cool! Now you can rack up points according to how many aliens you clear in succession. What happens if you link the entire alien armada like this?!

It isn't long before you're seeking countless opportunities for reward. And the opportunities keep on coming. Find all the secrets (cartoon dogs that go "woof!"), and you receive extra options in the Game Config. Complete the game once, and you get to revisit the whole thing but in different time zones.

This is just the gameplay – we haven't even talked about the aesthetics yet! Which, by the way, put most games on PlayStation and N64 to shame.

Buy yourself a Saturn, and get it converted to play all imported games. Buy Radiant Silvergun, and rue the day you ever doubted that Saturn can deliver. We've had more than we can handle with this game on CVG, and that's saying something! This totally rocks!

PAUL DAVIES

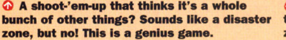
SHOOT-'EM-UP
OUT NOW (IMP)
BY TREASURE

1-2 PLAYERS

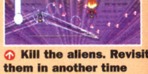
- PRICE £ IMPORT
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- FORMAT 1 CD
- PUBLISHED BY SEGA
- TEL IMPORTER



Buy yourself a Saturn and get *Radiant Silvergun* IMMEDIATELY. This would easily count as the most awesome shoot-'em-up you'll play in a long while.

A shoot-'em-up that thinks it's a whole bunch of other things? Sounds like a disaster zone, but no! This is a genius game.

Kill the aliens. Revisit them in another time zone and kill 'em again!



BRAVE FENCER

Combines inventive platform gaming, with neatly-orchestrated RPG elements. Looks spectacular. Sadly *Brave Fencer* won't be released in the UK. However, we'd like to give it more recognition than a piece in news. You are Musashi, a Samurai on a mission to defeat the Monster Of Darkness. Musashi uses Reygund, the sword of light, to protect himself. He can also jump around, and push objects to get where he needs to go. Musashi's coolest ability is the "Get In" technique. By throwing Reygund at an enemy, Musashi drains their power to make it his own. Once absorbed Musashi can perform the enemy's ability. The game looks and plays brilliantly throughout. Graphically it ranks among the best PlayStation has to offer. Anyone with a wad of cash and a way with words should convince Square to release this in the UK immediately. Fingers crossed, then. **PAUL DAVIES**

3D ACTION
OUT NOW
BY SQUARESOFT
1 PLAYER



- PRICE £IMPORT
- NO OTHER VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY SQUARESOFT
- TEL IMPORTER



This inventive platformer is one of the best-looking games on the PlayStation.






CRUIS'N WORLD

Rejoice! *Cruis'n World* is better than *Cruis'n USA*! Although the games are pretty similar, there are enough small differences to make *Cruis'n World* actually enjoyable. While the courses are still very similar and have very few bends, the traffic is placed more carefully and the other drivers give more exciting races. You can also attempt tricks when you go over ramps to gain extra seconds, which adds a bit more fun to the game. The graphics are still pretty rubbish, but are practically identical to the original arcade game, and the majority of the music is far better than *Cruis'n USA*'s aural abominations. Fans of the arcade game (Americans) will be very pleased with Eurocom's Nintendo 64 translation, but normal people would be better off renting *Cruis'n World* for an entertaining night or two rather than spending a load of cash on it. **ED LOMAS**


DRIVING GAME
OUT NOW
BY EUROCOM
1-2 PLAYERS



- PRICE £49.99
- ARCADE VERSION AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 128 MB CART
- PUBLISHED BY THE GAMES
- TEL 01703 653377



Cruis'n World is more enjoyable that its predecessor, and you can attempt tricks.

MINI REVIEWS




V-RALLY

I t's been superseded by *Colin McRae* on the PlayStation, so *V-Rally*'s going on something of a console tour to try and make a name for itself. The first stage is on GameBoy, and surprisingly it's not bad. There are 20 stages of rally action. Passing through such places as Italy, Indonesia and good old England. The gameplay consists of nothing more than reacting to a big directional arrow in time to tackle a bend, and avoiding the odd passing car. Just like the PlayStation game, it's very easy to roll the cars just by clipping scenery, and the courses aren't as memorable as other racers. Still, it's the best of its kind on the GameBoy, and has turned out a lot better than we thought it would.
ALEX HUHTALA



RACING
OUT NOW
BY INFOGRAMES
1 PLAYER

- PRICE £ 24.99
- PLAYSTATION PREDECESSOR AVAILABLE
- N64 VERSION PLANNED
- STORAGE
- PUBLISHED BY INFOGRAMES
- TEL 0161 832 6633

Take in the sights of historic Rome. Laugh at how many times you pass the Colosseum.



WORLD CUP '98

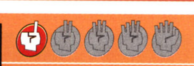
T he World Cup may have been and gone, but this title is sure to attract those who just can't get enough of the thing – or even those who have no interest in the real thing, preferring the virtual game. This pocket version of EA's heavyweight series bears little resemblance to its bigger brothers. For starters how "official" is this game?

The players' names bear no resemblance to the real thing, which is a shame. And while the World Cup mode may feature all the correct teams and plays the games on the correct dates, all the times and locations are wrong. When it comes to the football, well where is it? The game that is supposed to resemble it, bears little similarity to the real thing and is impossible to play. Avoid this.
ALEX HUHTALA

FOOTBALL
OUT NOW
BY THQ GAMES
1 PLAYER

- PRICE £ 24.99
- N64, PLAYSTATION & PC VERSIONS AVAILABLE
- WORLD CUP 2002! VERSION PLANNED
- STORAGE X
- PUBLISHED BY THQ GAMES
- TEL 01483 767656

World Cup '98... pah! It would be a joke even to call this Sunday League Cup '98!

BLASTO

A fter being hyped by Sony over a year ago as one to watch, the release of *Blasto* is being kept fairly low key. Wonder why? It might have something to do with the poor sub-standard game that has turned up after all this time. Blasto is a space adventure, where our hero must rid the galaxy of invading aliens. He does this by flying to spaceports, avoiding traps and blasting aliens – and that's it. Add lame gags about Uranus, and buttons marked 'Do not touch' for some sub-Wile E Coyote sight gags. If the game had drop-dead graphics, sound, intro sequences, gameplay (whatever) it might have turned a few heads, and people might have been interested. What's left is a game that seriously seems unfinished. With a bland character and dull levels, this will soon leave you numb with boredom.
ALEX HUHTALA



PLATFORM ADVENTURE
OUT NOW
BY SONY INTERACTIVE
1 PLAYER

- PRICE £ 39.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSIONS PLANNED
- STORAGE 1 CD
- PUBLISHED BY SONY
- TEL 0171 447 1600



This is as action-packed as it gets. Blasto is greeted by three bug eyes. Fascinating stuff.




WAR GAMES

U sually, game developers try and make movie tie-ins to coincide with the release of the film or video release, but in the case of *Wargames*, they are about 15 years late! But even so, *Wargames* is still a very enjoyable little shooting game. You basically are given objectives at the start of the level, and a set of vehicles and have to carry them all out. The cars range from quick and nimble little jeeps to hardcore Slayer Tanks that wipe out everything in its path. The majority of the game is simply blowing things up which is a shame, because they could have done so much more with this. And you begin to tire of mindless destruction after five or so levels, let alone 15. The graphics are very good suit the game well, and match those with some cool effects and explosions and you have a fairly decent game, and one which is good fun to play, if a little repetitive. **STEVE KEY**



ACTION SHOOTER
OUT NOW
BY MGM INTERACTIVE
1 PLAYER

- PRICE £44.99
- NO OTHER VERSIONS AVAILABLE
- NO OTHER VERSION PLANNED
- STORAGE 1 CD
- PUBLISHED BY EA
- TEL-01753 549442



There's some cool stuff in this game, but the emphasis is on the mindless shoot-'em-up bit.



COLECO TELSTAR ARCADE
HANDHELD NES
SUPER CASSETTE VISION
ODYSSEY 1, SEGA SC3000
EPOCH GPC, NOVEX
ROWTRON 2000
ATARI GAMEBRAIN

IF YOU KNOW ABOUT ALL THE GAMES CONSOLES ABOVE, YOU PROBABLY READ RETROGAMES

Retrogames brings you all the news on rare machines and games from around the globe, and is written in an intelligent and informative style which has helped to make us the longest running, and most popular retro fanzine in the world. Each issue also contains our directory of over 5000 items for sale on over fifty formats. If you're a serious gamer, or a collector of video games, look no further...

ISSUE 16 OUT NOW

RETROGAMES - Magazine with full directory £2.50 (Full directory of articles available in issue 12)

GAMEFINDER - Directory of over 5000 games - £1.00 (All retro - Over 50 Formats + Over 100 Systems + Over 100 Handhelds)

Cheques or Postal Orders made out to "J Moore", C/O : RETROGAMES (CVG) : 61 BACCARA GROVE: BLETCHLEY MILTON KEYNES : MK2 3AS

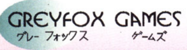
BEWARE OF IMITATIONS



SEGA SATURN CONVERSION
PLAY ANY GAME FROM ANY TERRITORY AT ANY SPEED - £CALL FOR A PRICE

Dreamcast. 'Dreamcast' details available - orders being taken
WE WILL BEAT ANY PRICE QUOTED
Tel/Fax: 01622 871551 9.00am-6.30pm





THE LATEST IMPORT TITLES AT EXCELLENT PRICES!

SATURN

GUN GRIFFON 2	£44.99	POCKET FIGHTER	£CALL
VAMPIRE SAVIOUR	£44.99	RADIANT SILVER GUN	£CALL
BATTLE GARREGA	£44.99	DEEP FEAR	£CALL
CASTLEVANIA	£44.99	SHINING FORCE 3(US)	£CALL
		CAPCOM GENERATIONS	£CALL

PLAYSTATION

BREATH OF FIRE 3	£41.99	PARASITE EVE	£44.99
FF TACTICS	£44.99	TEKKEN 3	£44.99
DARIUS G	£44.99	RES EVIL2	£27.99(2ndHnd)
		CAPCOM GENERATIONS1	£CALL
		BRAVE FENCER	£CALL
		(INC FINAL FANTASY VIII DEMO)	

N64
F-ZERO X £CALL
SUPER ROBOT SPIRITS £CALL
STAR SOLDIER £CALL
CALL FOR A WIDE RANGE OF TITLES

FOR A FREE PRICE LIST OF ALL OUR GAMES, SEND AN S.A.E. TO:
GREYFOX GAMES, 34 ROUNDHAYE, PUCKERIDGE, HERTFORDSHIRE, SG11 1SW

TEL/FAX: 01920 822 799

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO GREYFOX GAMES
HOURS: MON-FRI 3PM-8PM. SAT+SUN 9AM-5PM

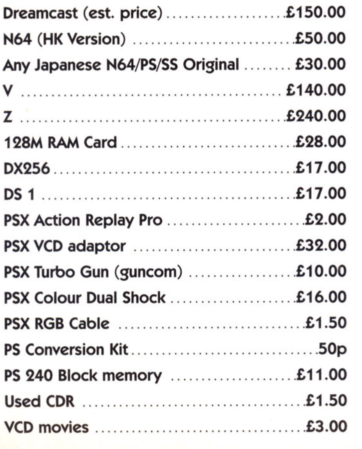


UK's best selling multi format magazine

To adverise call Kathryn on: 0171 972 6718









Fusion wants to thank all our customers for their support in the past years. As long as you are a current Fusion customer, you can purchase software for half the advertised price or even expect some software for free. Even if you buy from Fusion UK, you can claim free software or purchase original N64 cartridges for £15 . Whilst stocks last.

How to order...

The advertised prices are available to anyone.
Postage costs are not included.
Payment to be made in advance.

Or choose C.O.D...

Take the advertised prices of any price off our pricelist (which can be obtained) and double them. The obtained price would be the C.O.D price including postage to anywhere in the world. For example, take
any N64 game which we normally sell for 30 and double it to 60
Minimum C.O.D order 25 .

Location Matters...

Even if we assume you have a good supplier you can always go a step better. Prices aside, you need a service that is fast. That ability to offer a fast service is derived partly from holding a wide range of stock and keeping high stock levels. English companies remain small compared to Hong Kong firms. Besides, the work ethic also matters. To presume goods arrive quicker from a domestic firm is a big fallacy.

Or maybe it does not...

A trustworthy friend is just that no matter where they are. Therefore a mail order firm you have never dealt with before should be treated with the same uncertainty. The risk remains the same no matter where they are. But potential welfare gains will be altered by any price differential.

Contacting us:

Please find the dividing line between stupidity and common sense before contacting us.
Email runpac@hkstar.com ICQ 13640336 Tel 852 26762382 Fax 00 852 26691375.



SPIKEOUT™

Sega's elite fighting game creators are putting the finishing touches to their forthcoming magnum opus, *Spikeout*!





Spikeout is set to create a new game style – the free-roaming fighting game. You and three friends can roam around an enormous city beating up bad guys. There's no set route, so you can go anywhere – and if you can't find anyone to beat up, just smash up the scenery! An when you've had enough, go to the end, destroy the barrier, and move on. Awesome!

THE SPIKEOUT GANG

There are four player characters to choose from in *Spikeout*, each with totally different moves and playing styles. Each of the enemy characters has their own look too, and all of them wear clothes based on current Japanese street fashions. You'll not get long to admire them though, as up to 10 people will often attack you at once!

SPIKE



WHITE



LINDA



TENSHIN



THE SPIKEOUT SYSTEM

Spikeout may have been designed by AM2, the creators of the *Virtua Fighter* and *Fighting Vipers* games, but it uses an all-new control system. Here's how it works:



(S) SHIFT
Use this button to move around in the 3D arena.

(A) ATTACK
The standard attack button. Use with the joystick for special techniques and combos.

(C) CHARGE
Hold this to power-up the Charge Bar in the middle of the screen for extra powerful attacks!

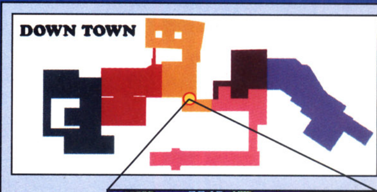
(J) JUMP
The freedom in *Spikeout* means that you can jump all over the scenery in the city.





GOIN' DAAHN TAAHN!

Spikeout is set in a big town which is divided into big areas. The two we've seen so far are Downtown and the Department Store, but each of these has lots of smaller sections. For example, the Department Store has three floors connected by escalators, each of which has a big selection of shops to fight in! If you feel like it, you can run into the record shop and knock the CDs all over the floor. Downtown has lots of backstreets, plus a warehouse, factory, and even a sewer underneath linking it all together!





Downtown is just one area in a massive city. You can go anywhere, finding and beating up anyone you don't like the look of. But beware, you could be attacked by up to 10 people at once!

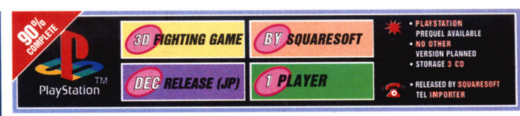








NEW GAMES



A taster to the sequel of one of the biggest games ever. Here's some more rapid-fire research findings.

FINAL FANTASY VIII

Realism is the key to *Final Fantasy VIII*. The cute in-game characters have been exchanged for realistically-proportioned figures. The theme is also evident in the cut scenes, where the characters appear much tougher-looking. The smoothness and the overall detail of the cut scenes, by the way, is now unbelievable.

Instead of having one main character, there are now two – something called the Double Plot system. How the outcome of one will affect the other remains to be seen. Whatever, it should be amazing.







BACKGROUND CHARACTERS

The *Final Fantasy* series always has droves of organisations that are involved heavily in the plot. Here's a quick introduction to the 'Shinras' and 'Avalanches' of *Final Fantasy VIII*.

GARDEN

A private military institution that trains soldiers to be part of a nation's special forces. A child is allowed to enter the Garden between the ages of six and 15, provided they pass an entrance exam. If the student fails to make the grade by the age of 19, they are expelled. The institution charges the nation should it wish to recruit a Garden graduate.

SEED

An elite force that only the extremely talented are able to join. Graduating from SeeD is much more difficult than graduating from Garden. SeeD recruits are trained in special tactics, as well as magic, and it is this group that the main characters Squall, alongside Zel, Lenoa, and Saifaa belong to. Squall was recruited at the age of 17 from the Garden. Details for Leguna Levaal remain vague at the moment.

WIN LOSE OR DRAW!

The ATB battle system in *Final Fantasy VII* is one of the best. Square have kept the general procedure of the ATB, but have done away with the Magic Point (MP) system. Rather than require MP to cast spells, you have a set amount of spells to start with. Of course as you proceed further into the game, you run out of spells. This is where the new 'Draw' system comes into play. With this new system, you can steal the opponent's spell or use it on them there and then. Here's an example.


First choose the 'Draw' option.


Select the enemy's spell.


Pick the "Hanatsu" option...


... to bounce the spell back.



As before, choose 'Draw'.


Select the enemy's spell.

Now use the "Stock" option...


... to steal the enemy's spells.

CHARACTERS

Only four characters have been unveiled but as it's a Square game, we're sure there's still a lot more to come. Here's an introduction to the four so far.

SQUALL LEONHART

A graduate of the elite SeeD agency, Squall wields the Gun Blade. Seems to be hiding a secret from his time in Garden...



ZEL

A member of the SeeD. Tough as nails as his choice weapon are his fists. Seems to have a problem with Saifaa...



LINOA

Another member of the SeeD. A flying disc is her favourite weapon, but she's also a tad tasty when it comes to casting spells and summoning spirits.



Tougher than Tifa, maybe. The heroines from FFVIII are extra cool.

SAIFAA

A SeeD agent who seems to be the leader. Always itching for the next battle, Saifaa insults others who aren't the same. It's usually Zel who gets it!



We sincerely hope that Saifaa doesn't turn out to be another bad guy!



Now is this guy ugly or what?! Your first close-up of a *FFVIII* monster. The detail is more intense.

THERE'S NO LIMIT!

When a Limit Break is available, an arrow appears to the right of the Attack option. If you choose to use it, a gauge appears on screen. As the bar goes further to the right, press the circle button and the stronger your Limit will be. If you fail to press the button before the bar goes off the gauge, the Limit will be very weak. So far only Squall has a Limit Break gauge bar.



Squall lets go with his Limit Break attack!



The attack is called the 'Fated Circle'. They're doomed!



SUMMONS

Materia might be old news but Elementals are still alive and kicking. Now renamed GF (Guardian Force) these mighty entities look greater than ever, with three important additions.

1. GFs now have their own HP bar. GFs HP will go down if you're attacked when you've summoned a GF (your HP bar will turn blue) and are waiting to unleash it.

2. You can now use the GFs as many times as you wish during a battle as long as they're not dead.

3. You can now grow your GFs, just like the regular human characters! So your GF's attacks will become more stronger and visually spectacular as its experience grows. In essence, you now have more than three characters to look after in your team! So far we've only seen the Leviathan GF and what other GF awaits in the final version remains to be seen.



Leviathan returns! It spirals toward the sky once summoned...

...creating a wall of ice as it climbs. You should hear the rumble!



A waterfall of ice water tumbles down the glacial mountain.



And the enemy is frozen into submission! Awesome!!!

WOT NO MATERIA?!

A spokesman for Squaresoft explained the Draw system: "There's no mastering Materia [in *Final Fantasy VIII*]. So to attain stronger spells you have to 'stock' them from the stronger monsters within the game. Most of the magic that was in *VII* will make a return along with some new spells unique to *VIII*. There are some monsters that you can't 'draw' spells from unless your characters' levels are sufficient. There are some special things that can be done with 'stock' spells but that's a secret right now." We wait with baited breath.





AND SO FAR

Final Fantasy VIII is one of the most anticipated games in the world. Squaresoft know a lot is expected of them. Judging from this demo disc it looks like *Final Fantasy* mania will happen again this winter. For the best in depth coverage, you know where to come.





30% COMPLETE | PC CD ROM | RACING GAME | BY CODEMASTERS | DEC RELEASE | 1-4 PLAYERS

TOCA TOURING CAR 2





The first *TOCA Touring Car* has just been released on the PlayStation Platinum range, but Codemasters are now hard at work on an enhanced sequel.

These early PC shots show how much they've improved the graphics engine already, with far more accurate car models and realistic undulating courses. The cars are so detailed that you can even see the driver's head bobbing about through the windows. Using experience gained while making the fantastic *Colin McRae Rally* and combining it with gamers' comments on the first *TOCA*, there's no way this will be anything less than fantastic.



Better gameplay and higher levels of graphical detail are just one of the things that make the new TOCA an awesome ride.



70% COMPLETE | 3D ACTION GAME | BY MILLENIUM | OCT RELEASE | 1 PLAYER

MEDIEVIL



Richly coloured graphics.

A fully-3D, humorous, horror adventure. You control a goofy, one-eyed skeleton named Dan, who runs around swiping at everything to clear his world of evil.

Millenium admit to having lifted the ghoulish theme from Capcom's *Ghouls N Ghosts*, but the action here is very different. The basic routine is to hit out with a range of weapons at a variety of monsters, while trying to get from A to B. Locate enchanted stones to open doors and gates. Cycle through weapons to find the best tool to overcome what's next. The special effects are good.





Blow me down with a feather!

Neat little special effects.

40% COMPLETE | 3D FIGHTING | BY DREAM FACTORY | NOV RELEASE (JP) | 1-2 PLAYERS

ERGHEIZ



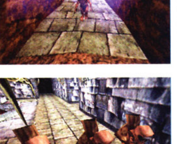
Only fighting game to feature Tifa Lockheart and Cloud Strife from *Final Fantasy VII*. From the same team who created *Tobal No1*.

The arcade game is impressive because of its 3D fighting arenas, in which fighters can rush about at will – jump on top of buildings, etc. It's also pretty cool in that you can kick big wooden crates around – ideally at your opponent. Also, said crates can be busted open to reveal power-ups – health potions, and the like. Since this game is on FREE PLAY all over Tokyo (!), we expect Dream Factory may attempt some refinements before trusting *Ergheiz* to heartless consumers everywhere.

Not only can you punch and kick your opponent, you can also whack them with big wooden crates. Cool.

70% COMPLETE | PC CD ROM | GOD GAME | BY BULLFROG | DEC RELEASE | 1-8 PLAYERS

DUNGEON KEEPER 2



The original *Dungeon Keeper* is one of the best and most original games on the PC, and the sequel promises to be even better.

Bullfrog are keeping the incredible artificial intelligence routines which took so long to develop. It has an all-new 3D graphics engine with high resolution 3D monsters and levels, and the animation of the creatures is great – far more lifelike than their blocky, jerky sprite predecessors. There are new spells and bigger creatures for you to attract, plus internet play will hopefully take off this time around. Expect big things from this.



This sequel to the ground-breaking original uses the same basic structure to good effect.







A baddie with a Jesus complex.



Awesome scenarios!

80% COMPLETE | 3D ACTION GAME | BY N SPACE | OCT RELEASE | 1 PLAYER

DUKE NUKEM: TIME TO KILL



Borrowing a few things from Lara, Time To Kill looks like a good follow-up.

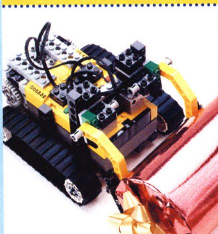
A console-only *Duke* adventure, using a *Tomb Raider*-style perspective, control system, and even a few cheeky references to Lara.

Although *TTK* isn't by the original *Duke Nukem 3D* team, it has the same adult humour. The graphics are pretty tasty, running in the PlayStation's high resolution mode, with lots of impressive coloured lighting effects. So long as the level design, and control response is up to scratch, *Time To Kill* should be a good follow-up to *Duke Nukem 3D*. Shake it, baby!



MIND OVER MATTER

Lego has moved up a gear and into the future. If you fancy building and programming in your own robot, this will have you drooling at the mouth.



Lego must be one of the only toys that EVERYONE had when they were a kid. You'll all remember the fire trucks, corners of road that lead to nowhere and little ice cream stalls with umbrellas outside. And yet even today, Lego remains cool. Obviously admitting you still play with Duplo is a no-no, but Lego Technics and the Space variants are still close to people's hearts. If anything we've mentioned so far jogs the old memories, then the latest Lego set could be of interest to you. It's been 10 years in development and *Lego Mindstorms* is its name.

THANKS FOR THE BOW FOR MY HAIR - NOW ALL I NEED IS SOME HAIR. WOULD YOU MIND CREATING SOME FOR ME?



ONE SMALL STEP FOR LEGO...

Ten years of research have culminated in the advent of an all new Lego block. The RCX is the first brick that can actually be programmed. The basics behind *Mindstorms* are as follows. You buy the whole pack for the expensive price of £160. This gives a big box of stuff with loads of Lego bricks, the RCX, Infrared Transmitter and CD-ROM. All you need now is your PC and you can start to build your robots.



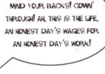
THE FUTURE IS NOW

Load up the disc on your PC and you'll be given a tutorial. Once you've registered and gone through the nitty-gritty, you start building. The disc will give you a guide on how to build specific robots and program them to perform certain tasks. Examples of them include a robot that slam-dunks a basketball, or one that senses when it's about to fall off a table or ledge and turns around to go in a different direction. If that's a bit too bland for you, try this. If you don't want to be disturbed in your room, make a machine that is activated when your door opens and the incoming person is showered with ping pong balls (or worse!).

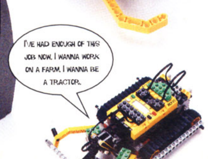


YOU SPEAKA DA LINGO?

There is a basic programme on the disc that lets you set up the commands for your robot. Once you think you've made all the right choices and are ready to see your beast move, you send the actions to the RCX via the Infrared Transmitter which connects to your PC. Then you sit back and marvel at your scientific genius. Just a little note to finish on. Some top-notch Scientists in America managed to make a photocopier out of the *Mindstorms* stuff. There's a benchmark for you!







STUFF YOU NEED TO KNOW

Lego Mindstorms is due for release in the UK in September and the Robotics Invention System set, which has all the bits you need in it, costs £160. Expansion packs will be released regularly after the RIS priced at around £40. You must have a PC with Windows 95 on it to go with the set, otherwise your Robots won't do anything. And the *Mindstorms* set is fully compatible with all Lego Systems and Lego packs. Cool.



Heads will Roll
And Race. And Bungee.
And Bounce. And Fight.
And Grapple.
And Wreck the Joint.
• 1-4 player vertical racing action.
• Race to the top of over 100 towering tracks-with tons of shortcuts, secret paths, loops, escalators, elevators, hidden weapons and evil enemies!
• 4 wild modes of play including 4-player free for all and 2-on-2 team bungee mode!
• Smash, crash and swing with Iggy and 8 of his spherical friends plus loads of secret characters!
IGGY'S reckin' balls
Acclaim
www.acclaim.net
NINTENDO 64
ENTERTAINMENT
Iggy
Q-tee
Narlie
Amanda
Charlie
Chatter
Cecil
Sonny
Rob-ERT
IGGY'S RECKIN BALLS™ & © 1998 Acclaim Entertainment, Inc. All Rights Reserved. All other characters herein and the distinct likenesses thereof are trademarks of Acclaim Entertainment, Inc. Acclaim is a division of Acclaim Entertainment, Inc. ® & © 1998 Acclaim Entertainment, Inc. All Rights Reserved. Nintendo 64 and the 3-D "N" logo are trademarks of Nintendo of America Inc. ©1996 Nintendo of America Inc.



FREEPLAY

SATURN VERSUS NINTENDO 64

If you thought the Saturn was dead and buried, think again – the old Sega machine may already have proven more durable than the N64.

In the last 12 months, there have been at least as many great games for the Saturn as for the N64, while delayed launches have tested Nintendo fans to the limit. This sheds a healthy new light on the Saturn, whose fans may be richly rewarded for their loyalty to Sega.

The disappointment with Nintendo came to a head in issue #199 when we printed a letter complaining about Nintendo's strategy. Upon seeing this, Nintendo have been prompted into action – writing a letter to CVG which they hope will prevent any more worries about N64's future.

"Dear CVG
I would like to take this opportunity to reply to last month's star letter which raised some questions over the number and quality of games released for the Nintendo 64 so far this year.

We are the first to admit that the line-up so far this year has not been as comprehensive as we'd like. Although it did not appeal to everyone's tastes, *Yoshi's Story* has been very well received amongst games reviewers and platform games fans alike. And titles such as *World Cup 98* and *Forsaken* have been a success amongst sports and shoot-'em-up fans.

By Christmas this year there will be over 100 games available for the Nintendo 64 and games fans have got some real treats coming their way. *Banjo Kazooie*, due for release next month will excite gamers of all ages, as will The *Legend of Zelda*. *1080° Snowboarding* and *Formula One* look to be the biggest sports games of the year and with *Turok II* looking even better than the original, there's plenty to get excited about. N64 gamers can rest assured that the 1997 games console of the year will continue to bring quality games in abundance to homes up and down the country.

Kind Regards

Shelly Friend
Nintendo PR Manager"

We also spoke to the Managing Director of THE Games, Dick Francis, representing Nintendo in the UK. "The release schedule of software in first six months has, by any account, been weak. Only *Yoshi's Story* has been a good volume title for us", Dick admitted. However, Dick went on to say that, "It's a very different picture from here on until Christmas, in terms of volume, quality, and spread of genres being published."

Saturn fans may see their favourite machine in the hands of more people as a result of price discounts. Some places are selling a Saturn console and a great game for £60 (second hand). However Nintendo will continue to support N64, while Sega have no more games planned for Saturn after September. So, do you want the best games now, or would you rather wait for better ones to come along from Nintendo?

Burning Rangers **is just one of the great games available on Saturn.**

READERS' MOST WANTED CHART

A lot of rising names with the top four all moving up one place. *Zelda 64* and *Tomb Raider 3* drop, while *1080° Snowboarding* appears out of nowhere to give Nintendo fans yet another ray of hope.

1	TEKKEN 3	PLAYSTATION
2	DREAMCAST	SEGA
3	FINAL FANTASY 8	PS / PC
4	METAL GEAR SOLID	PLAYSTATION
5	ZELDA 64	N64
6	1080 SNOWBOARDING	N64
7	RESIDENT EVIL 3	PLAYSTATION
8	PARASITE EVE	PLAYSTATION
9	TOMB RAIDER 3	PLAYSTATION
10	VIRTUA FIGHTER 3	DREAMCAST

Okay, we get the point – you want *Tekken 3*. With a clear lead over second place, *Tekken* fever has well and truly gripped the nation. But this will be the last time the game will make an appearance here, as it will be out later this month. Meanwhile, *Zelda* has fallen from the number one spot, revealing that gamers are possibly getting a little impatient with the waiting, while the 64DD drops from view all together. Weird suggestions? Well, we had a request for 'Sim Kebab', quite a few votes for *Tekken 4* (honestly, there's no pleasing some people) and Jamie Gibbs apparently wants to see Ed's bottom in the magazine.

RED-HOT RUMOURS

Capcom are delaying their conversions of *Street Fighter 3* and *Marvel vs Capcom* until they see how well the Dreamcast does on release in Japan. If it's a success, the games will follow soon after. If it's not as big as they want, they'll do Saturn versions instead.

Grand Theft Auto, the super-violent gangster game, should be available on Nintendo's Game Boy before Christmas. A Colour Game Boy version would be handy, just so that you could see all the blood.

Ehrgeiz has been confirmed for the PlayStation. More RPG-style features are being added along the lines of Dream Factory's last game, *Tobal 2*.

Silicon Dreams are working on up to four Dreamcast titles at the moment. Two of these are football games, one of which will almost certainly be *World League Soccer 2000*.

Acclaim are working on a Stone Cold Steve Austin game (he's the current WWF world champion), but it's not meant to be a wrestling game.

Virtua Fighter 3 still hasn't been confirmed for Dreamcast, but Sega have said there will definitely be a *Virtua Fighter* game for launch. A compilation of all three games is possible, but an enhanced VF3 with new moves and features is more likely.

Sega may create a special digital TV "modem" for Dreamcast. It would replace the standard removable modem and let you play games along your TV cable at super-high speeds (something over 300Mb per second).

Epic MegaGames are working on *Unreal* for the Dreamcast. The machine could certainly handle an amazing conversion, and the game play should translate well onto console. Meanwhile, it's a bit quiet on the Nintendo 64 *Unreal* side. DMA were originally said to be doing it.

A new Intel Pentium chip which will be faster than anything around at the moment has prompted some games companies to start development on games which use this hardware.

Contents



OFFICIAL CHART ROUND-UP

UK MULTI-FORMAT SALES TOP 20

THIS	LAST	TITLE	FORMAT	PUBLISHER
1	**1**	**PREMIER MANAGER '98**	**PLAYSTATION**	**GREMLIN**
2	NE	COLIN McRAE RALLY	PLAYSTATION	CODEMASTERS
3	3	GRAN TURISMO	PLAYSTATION	S.C.E.E.
4	2	SPICEWORLD	PLAYSTATION	S.C.E.E.
5	4	WORLD CUP '98	PLAYSTATION	EA
6	5	PREMIER MANAGER '98	PC CD-ROM	GREMLIN
7	6	COMMANDOS: BEHIND ENEMY LINES	PC CD-ROM	EIDOS
8	12	CANNON FODDER: SOLD OUT	PC CD-ROM	SOLD OUT
9	10	TEKKEN 2: PLATINUM	PLAYSTATION	S.C.E.E.
10	8	TOMB RAIDER: PLATINUM	PLAYSTATION	EIDOS
11	7	RESIDENT EVIL 2	PLAYSTATION	VIRGIN
12	9	DIE HARD TRILOGY: PLATINUM	PLAYSTATION	EA
13	13	CRASH BANDICOOT: PLATINUM	PLAYSTATION	S.C.E.E.
14	NE	TITANIC: ADVENTURE OUT OF TIME	PC CD-ROM	EUROPRESS
15	RE	CHAMP MAN '97/'98	PC CD-ROM	EIDOS
16	17	MICRO MACHINES: PLATINUM	PLAYSTATION	CODEMASTERS
17	14	DEAD OR ALIVE	PLAYSTATION	S.C.E.E.
18	16	HEART OF DARKNESS	PLAYSTATION	INFOGRAMES
19	11	INTERNATIONAL CRICKET CAPTAIN	PC CD-ROM	EMPIRE
20	19	FORMULA ONE: PLATINUM	PLAYSTATION	PSYGNOSIS

JAPANESE MULTI-FORMAT SALES TOP 10

1	**DOUBLE CAST**	**PLAYSTATION**
2	XI [SAI]	PLAYSTATION
3	SOCCER RPG	SATURN
4	ISS: WORLD CUP '98	PLAYSTATION
5	ART TRUCK BATTLE	PLAYSTATION
6	COMBINATION PRO J-LEAGUE SOCCER	PLAYSTATION
7	SLAYERS	PLAYSTATION
8	SHADOW TOWER	PLAYSTATION
9	REAL BOUT: DOMINATED MIND	PLAYSTATION
10	FIFA: RTWC '98	PLAYSTATION

AMERICAN MULTI-FORMAT SALES TOP 10

1	**MORTAL KOMBAT 4**	**PLAYSTATION**
2	MORTAL KOMBAT 4	NINTENDO 64
3	GRAN TURISMO	PLAYSTATION
4	QUEST 64	NINTENDO 64
5	VIGILANTE 8	PLAYSTATION
6	TEKKEN 3	PLAYSTATION
7	ROAD RASH 3D	PLAYSTATION
8	WORLD CUP '98	PLAYSTATION
9	X-MEN VS STREETFIGHTER	PLAYSTATION
10	JEREMY McGRATH SUPERCROSS	PLAYSTATION

CVG TEAM'S MOST PLAYED GAMES OF THE MONTH

computer and video games

1	**QUAKE 2**	**PC CD-ROM**
2	ISS PRO '98	PLAYSTATION
3	COMMANDOS	PC CD-ROM
4	GET BASS FISHING	ARCADE
5	STREET FIGHTER ALPHA 3	ARCADE



COMPUTER & VIDEO GAMES MOST RECOMMENDED!

These may not be the hottest games around or the newest, but these are what we recommend this month for each system.

SATURN U.K. TOP 5

1	SHINING FORCE 3	SEGA
2	DEEP FEAR	SEGA
3	PANZER DRAGOON SAGA	SEGA
4	BURNING RANGERS	SEGA
5	WORLD LEAGUE SOCCER	SEGA

SATURN IMPORT TOP 5

1	SAMURAI SPIRITS: BEST COLLECTION	SNK
2	RADIANT SILVERGUN	TREASURE
3	ASTRAL SUPERSTARS	SUNSOFT
4	SOCCER RPG	ENIX
5	POCKET FIGHTER	CAPCOM

PLAYSTATION U.K. TOP 5

1	TEKKEN 3	S.C.E.E.
2	ODDWORLD: ABE'S EXODUS	GT
3	X-MEN VS STREET FIGHTER	VIRGIN
4	ISS '98	KONAMI
5	MADDEN NFL '99	EA

PLAYSTATION IMPORT TOP 5

1	METAL GEAR SOLID	KONAMI
2	PARASITE EVE (US)	SQUARESOFT
3	FIGHTING GAME	KOEI
4	DOLPHINS DREAM	KONAMI
5	KNIGHT AND BABY	TAMSOFT

PC TOP 5

1	HALF LIFE	CENDANT
2	SIN	ACTIVISION
3	BRIAN LARA CRICKET	CODEMASTERS
4	POPULOUS 3	BULLFROG
5	COLIN McRAE RALLY	CODEMASTERS

NINTENDO 64 TOP 5

1	BANJO KAZOOIE	THE GAMES
2	1080° SNOWBOARDING	THE GAMES
3	MORTAL KOMBAT 4	GT INTERACTIVE
4	F-1 GRAND PRIX	THE GAMES
5	MISSION IMPOSSIBLE	OCEAN

NINTENDO 64 IMPORT TOP 3

1	F-ZERO X	NINTENDO
2	RAKUGA KIDS	KONAMI
3	CHORO-Q 64	TAKARA

GAME BOY TOP 3

1	CASTLEVANIA	KONAMI
2	POCKET CAMERA	THE GAMES
3	V-RALLY	OCEAN

ARCADE TOP 5

1	STREET FIGHTER ALPHA 3	CAPCOM
2	DAYTONA 2	AM 2
3	SEGA RALLY 2	AM ANNEX
4	SOUL CALIBUR	NAMCO
5	GET BASS FISHING	AM 3

CVG'S 15 MOST HILARIOUS ALTERNATIVE GAME NAMES

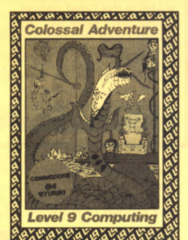
1 ....BUNGLE STRIKE
2 ....MORTAL WOMBAT
3 ....PUKE NUKEM
4 ....BUCK FUMBLE
5 ....RADIANT SILVERBUN
6 ....BRAN TURISMO
7 ....SEGA SALLY
8 ....SOVIET STROKE
9 ....DIDDY DONG RACING
10 ....PLOP CYCLE
11 ....MIME CRISIS
12 ....SHINING FARCE 3
13 ........CHUNDERFORCE 5
14 ....RABID RACER
15 ....DEEP REAR

VIDEO GAMING



Final Fantasy VII and Tomb Raider 2 may be cutting edge games that have sold in vast numbers but they are only the latest games to transport you to another time or another land. This month Keith types N to go north and enters the realm of the adventure.

PARSER BREAD AND BUTTER



The first adventure was written on a mainframe computer in 1978. The authors, Crowther and Woods, used up a huge 200K. Named *Colossal Caves* (or sometimes simply *Adventure*), this was a simple text only affair that rapidly spread around the mainframes of universities and large companies.

Using simple two-word commands you were transported to a place where you could kill dragons, find treasure and bribe trolls. At first text adventures can be confusing and annoying as the part of the program which interprets what you type (the parser) can seem really stupid. Many commands will be returned with, 'I don't know how to do that'. Gradually however, you get used to the sort of words it is expecting and can begin to be involved in the story.

INTERNATIONAL ADVENTURER

In the same year, Scott Adams (right) encountered the game on his work's computer. After staying late for a whole week, he completed it and was inspired to create *Adventureland* in just 16K using his shiny new TRS-80. He followed this with *Pirate's Cove*.

He then formed his own company, Adventure International and, over the next six years, he wrote 14 classic text adventures. In the UK, the first five adventures were available on cartridges for the Commodore Vic-20 but took a while to become available for the C64 and Spectrum. CVG readers nominated Adventure International's *Claymorgue Castle* as the best adventure game of 1984. That year Adams gained the licence to write a series of games based on the heroes of Marvel comics. Unfortunately after completing just three of these his company went bankrupt.

ADVENTURING ADVENTURER'S ADVENTURER

Inspired by these games, UK coders created some of their own. From 1981 Artic Computing created a series labelled "Adventure A to E" which sold loads of copies, especially when later marketed through Sinclair. *Espionage Island* (Adv D) was probably their best. As a secret agent observing an enemy island, you were shot down and then had to discover the secret the island held.

In October 1982, a company named Automata released *Pimania*. The prize for solving this was the magnificent Golden Sundial of Pi (worth £6000). The prize could be claimed by being at a certain location on July 22nd (because Pi is 22/7). The prize remained unclaimed for years, leading CVG to claim it was all a con. Then in 1985 two women, who had been playing the game for nearly two and a half years, won it. They stood at the mouth of a horse carved in a chalk hill in the Sussex downs and a man dressed as Pi Man emerged from behind a nearby bush holding the Golden Sundial.

PHILIP MITCHELL ROCKED!

The Hobbit by Melbourne House is a true classic. It was based on the novel by JRR Tolkien, which came packaged with it for £14.95. The game received a score of 10, 9, 9 in March 1983's CVG. It was created in Australia by a team of programmers, artists and even a linguistics expert, headed by Philip Mitchell.

The graphics for each scene slowly drew themselves out apparently using the Spectrum's PLOT and DRAW commands. Areas of colour then gradually filled in.

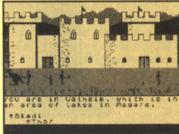


If you remember this, you must be very old.

The bottom third of the screen carried the description of the scene and your entries were made there. The parser was the most advanced one thus far. It could understand surprisingly long sentences and used a large vocabulary to good effect. As it was played in real time, characters could act on their own and could even wander off and get themselves killed. It was great fun to play and sold by the bucket-load. Just thinking about it makes me want to sit down and sing about gold.

HELL AND BACK

Legend termed their game *Valhalla* 'the first computer movie'. Despite all the hype it wasn't that good. Inevitably when you got bored you'd type in something rude. The game would reply, 'Mary is not amused', and a small character came in from the side of the screen and poked you. I'd spend the next 10 minutes entering in all the rude words I could think of to see how many the game recognised.



A perfectly preserved pre-historic movie.

A COLOSSAL SUCCESS

The UK company Level 9 was founded by Pete Austin and his brothers. He produced well-crafted games with huge numbers of locations including the classics *Colossal Adventure* (his version of the original), *Lords of Time*, *Snowball*, *Jewels of Darkness* and *Red Moon* (which won CVG best adventure of 1985 and *Crash* magazine's Best Graphical Adventure).

LUXOR THE MOON PRINCE

Infocom in America produced many disk-based games. Once again these never had much exposure in the UK, where disk drives were rarer, until the mid-eighties. Notable titles include *Moonmist*, *Planetfall*, the adult *Leather Goddesses of Phobos* and the famous *Zork* series.

Back in the UK, Mike Singleton created *Lords of Midnight*. This came with a book full of background material that, while not vital to play the game, enhanced the experience immeasurably.

Lords of Midnight blurred the boundaries between an adventure and a strategy game with a hint of war gaming thrown in. It was superb. You waged a massive campaign against the evil armies of Doomark over a huge playing area. Your main character, Luxor the Moonprince, had to take the citadel of Ushgarak. This would break the magic spell of cold known as the ice fear.



OK. Hands up, who's the real Luxor?

Using nearly ever key on the keyboard you controlled many characters and co-ordinated their efforts to achieve victory. The graphics were very impressive showing all the terrain and features of the game world. Every direction you looked in had a different view. In the June 1985 edition of CVG, *Lords of Midnight* won Best Strategy Game in the Golden Joystick awards.

BOOKMARK THESE:

The RETROGAMER fanzine web page has all the info on Britain's best retro zine.

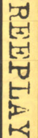
HYPERLINK

http://www.geocities.com/SiliconValley/Heights/5874/

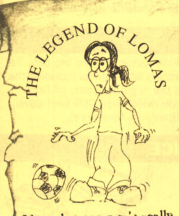
Scott Adams is still around and has his own web page **http://www.pcii.net/~msadams/**

RETRO RANCH CLASSIFIED

RETROGAMER Issue 16 is out now! The first years of Activision are looked at and the Mattel Intellivision feature is concluded. Send £1.50 to Keith Ainsworth, 52 Kingfield Road, Orrell Park, Liverpool, L9 3AW. Ask for my huge "for sale" list of Spectrum, C64 and Atari VCS 2600 games too. You can e-mail Keith on retrogamer@hotmail.com







Now that summer's really here, it can mean only one thing... Christmas is coming! Make sure you get the presents you want by handing out a list of demands to all of your family and friends today. That way they won't be able to use the old "it was sold out" excuse. By the way, I'll have a Tickle Me Elmo, my good friends. Ho ho ho!

PLAYSTATION

COLIN McRAE RALLY

As with *TOCA Touring Car*, there are loads of excellent cheat modes hidden away in *Colin McRae Rally*, and here's a big bunch for you to try out. Thanks a lot to **Darren Jones from Manchester** for his help.

Enter any of these codes as your player name and a noise will let you know that it's been activated. You'll also get the chance to put in your real name, or another cheat if you want. To turn one of the cheat modes off, simply enter the code a second time.

OPENROADS
Unlock all of the tracks

SHOEBOXES
Unlock all of the cars

MORE OOMPH
Double power for all cars

SEND YOUR TIPS, CHEATS AND PLAYERS GUIDES TO:



CVG, 37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

You can also send any tips or guides to this E-mail address. Please, don't waste your time copying things from magazines or internet sites. We're only interested in things you've discovered for yourself, and only for recent exciting games. No *Rayman* cheats, thank you.

TIPS.CVG@ECM.EMAP.COM

WHITEBUNNY
Mirror mode tracks

SILKYSMOOTH
60fps Hi-Fi mode (Graphic detail is lowered to increase the frame rate)

TROLLEY
4-wheel drive mode with extra-quick steering

PEASOUPER
Fog on all tracks

NIGHTRIDER
Night time on all tracks

BACKSEAT
Nicky Grist leans over and steers the car from the passenger side!

MOONWALK
Low gravity over jumps

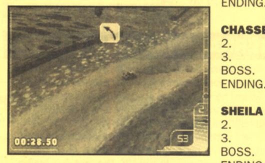
TINFOILED
Reflective chrome car

HELIUMNICK
Nicky Grist has a high-pitched voice

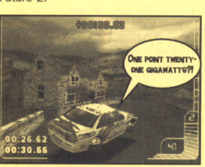
FORKLIFT
Rear-wheel steering, like a forklift truck

BLANCMANGE
Your car is made of lime jelly

DIDDYCARS
Micro Machines V3 mode! At the start of a stage, your car shrinks and the view switches to an overhead one!



HOVERCRAFT
Floating car! At the start of a race, your car levitates and the wheels fold underneath it, just like in Back To The Future 2!



BUTTONBASH
Track & Field mode! You have to press the **X and Circle** buttons repeatedly to get the car to move. The faster you press them, the faster you go!

If you enter the night time cheat (**NIGHTRIDER**), you'll find that on some stages certain roads have opened up. If you head down these roads, your car's lights and engine will cut out and a bright light from above will shine down onto the car! After a quick message, you get to carry on the race with a wobbly car. There's one of these alien abduction points on Australia 2, at the end of checkpoint 2 on the left. Just head through a gap in the group of cars to find the extra road (see below).



VIGILANTE 8

Here's a complete set of passcodes for *Vigilante 8* from **"Large Lad" Larry Bundy Jr in Northwood**. They let you play as any character on any level, on any difficulty setting, or access the secrets. Cheers!

CHARACTER PASSCODES

SLICK CLYDE

2.	**SZFCITTWWXDCBT**
3.	**OSRAOQDBVLFUI**
BOSS.	**GYGQZHKDNFOQJ**
ENDING.	**PWCALEXIDNPBCV**

JOHN TORQUE

2.	**REKZZHNXHFLKHK**
3.	**WSXJMSAEQFAFEF**
BOSS.	**CYPOPKZVKCQHOS**
ENDING.	**TBEFBEEQPVOUKQ**

CHASSEY BLUE

2.	**FKHGJPZCYPXNLV**
3.	**DPKYEFNQSTGDRN**
BOSS.	**VERRDKJTLUMWUS**
ENDING.	**KXEIEZJJWIMIEC**

SHEILA

2.	**YUCXNYWRWIQTXM**
3.	**BTVEKKZJDWYJCI**
BOSS.	**GEIMXZRTVMEYQC**
ENDING.	**UCSUPSPKGRRYWD**

HUSTON 3

2.	**HUHARBTHNXWRLU**
3.	**MLIQIOKEKHKCGC**
BOSS.	**SFTIQYJYORCEVQ**
ENDING.	**LLYQVMZUWACOW**

LOKI

2.	**ZIEKVHZCDOHXBC**
3.	**DRGRZDQHJBQSW**
BOSS.	**SHSGUKUXORCEVQ**
ENDING.	**VEFJSONWJEMSTM**

BEEZWAX

2.	**DTQAGYFKJQBQSW**
3.	**YYYYLCKBMMQSXM**
BOSS.	**QZSXLFPKDVRQNG**
ENDING.	**BDROUKJGQHZDCI**

BOOGIE NYTES

2.	**LZHDKGXTWACOWJ**
3.	**HSEIBUPGNXWRLU**
BOSS.	**DZPFMXFKJQBQSW**
ENDING.	**RAOOAYHPBGBIZB**

BOSS PASSCODES

CONVOY

2.	**TXPANAFVWZGGFU**
3.	**OOVPENGLIQKWTD**
BOSS.	**FYEUGJOGZTZEXN**
ENDING.	**PMVJKIDBBNBOUP**

DAVE PALMER

2.	**BPRPQNBGHIZDCI**
3.	**YYSXRPOUDLQSXM**
BOSS.	**REMKGVBZRIBIZB**
ENDING.	**EVEACHOMOGSEMRL**

MOLO

2.	**KTOQUJCXXGZGEC**
3.	**NTHVGQHVLAXJZQ**
BOSS.	**SRHVBDJXORCEVQ**
ENDING.	**FKXGLUVMRXZEXN**

SID BURN

2.	**TPGDUPVOQXGCFU**
3.	**XYDPAZYANZVAYC**
BOSS.	**FTQUYTVMRXZEXN**
ENDING.	**WMNNWLHTSCUCLH**

BOSS CODES

Play as Dave Palmer	**KXEIEZJJWIMIEC**
Play as Convoy	**UCSUPSPKGRRYWD**
Play as Molo	**VEFJSONWJEMSTM**
Play as Sid Burn	**RAOOAYHPBGBIZB**

SECRET LEVELS

Sand Factory	**FKXGLUVMRXZEXN**
Roswell A-51	**WMNNWLHTSCUCLH**

SECRET CHARACTER

Phillip Y The Alien **WMNNLHTSCUCLH**

WRECKIN' CREW

Here's the cheat password which will give you just about everything in the game in one go. Just enter it like a normal password by tapping in the code below.

C, C, S, T, T, S, S, S, X, C, C, C, T, S, S, X



SATURN

BURNING RANGERS

Here are a bunch of passwords to let you access various cool modes in *Burning Rangers* without playing it through properly. We recommend you don't use them though, and instead play the game to collect everything yourself. Thanks to **Paul Tomlin** for sending them in.

BURNING RANGERS THEME MODE

Instead of the usual navigation system you get to listen to the *Burning Rangers* theme tune all the time.

SHOU

1. **G2SHOU2JKY**
2. **3SHOU5GHJK**
3. **GFGF5SHOU5**

TILLIS

1. **NM3TILLIS5**
2. **B5TILLIS2D**
3. **5TILLIS4KL**

OTHER RANGERS CODES

BIG LANDMAN

1. **3BIG2BPLCK**
2. **VZ5BIG5PGW**
3. **J6BIG3OJYS**

CHRIS PARTON

1. **DH5CRIS5H**
2. **K3CHRIS4AS**
3. **ADG2CHRIS5**

LEAD PHOENIX

1. **GS4LEAD2ZU**
2. **J5LEAD4XGA**
3. **2LEAD6DHUY**

IRIA KLEIN

1. **KB3IRIA5KF**
2. **HTL2IRIA5O**
3. **GHJK3IRIA2**

NINTENDO 64

WWF WARZONE

To get a few extra characters, go to the main menu and press **C-Up, A, A, B, Z**. You should now be able to play as Dude Love, Cactus Jack and Bret "The Hitman" Hart.

PC CD-ROM

COMMANDOS

These passwords let you play any level with the maximum score you could possibly get up to that point. Simply enter them as you would any other password.

2. A Quiet Blow-Up	**YJJXB**
3. Reverse Engineering	**4FQBF**
4. Restore Pride	**5DNCQ**
5. Blind Justice	**6S5TL**
6. Menace Of The Leopold	**AT1WN**
7. Chase Of The Wolves	**O9VJ8**
8. Pyrotechnics	**WQ9XB**
9. A Courtesy Call	**Q2AXT**
10. Operation Icarus	**TUGPD**
11. In The Soup	**9WODW**
12. Up On The Roof	**UVHDC**
13. David And Goliath	**FBK48**
14. D-Day Kick Off	**WA8DW**
15. The End Of The Butcher	**KEWD3**
16. Stop Wildfire	**R7IP3**
17. Before Dawn	**FXIMV**
18. The Force Of Circumstance	**ZZMJV**
19. Frustrate Retaliation	**8HCWN**
20. Operation Valhalla	**C7KWW**

GAME BOY

CASTLEVANIA LEGENDS

Here's the ultimate password which starts you on the last level with all the items and weapons. Just enter **Meat, Candle, Candle, Meat** and you're away.

WE'RE STUCK!

Dear CVG,

On *Resident Evil 2* I don't want to use the rocket launcher on the last boss, I want an A rank! Is 4 health sprays and 50 magnum bullets good enough to kill him or should I just start all over again? (I didn't pick up the side pack, does it affect your rank?)

Thanks,

Jonathan Teoh, London

CVG: Using the rocket launcher you're thrown at the end of the game is fine – you'll still get an A rank. You just shouldn't use the special weapon one you get use take around the rest of the game. It's also fine to pick up the side pack without having to worry about your rank.

Dear CVG,

I have been stuck on the same part of *Breath Of Fire III* for days. The place I am stuck at is the Desert Of Death. I keep following the instructions of Horis (the man at the base camp where the goat-like creature takes you). I keep searching for the oasis, but keep running out of water and getting lost. PLEASE HELP ME! Please give me directions and what else to do to get to the oasis.

Yours faithfully,

David Redshaw

CVG: You've got to use the stars to find your way to the oasis. From Horis, head towards the False North Star (bottom red star on the right) and you'll eventually see red lights just above the horizon (it'll probably take about four nights). Keep heading towards the False North Star until these lights fade out, then go towards the True North Star (left-hand red star) until you reach the oasis town.

To avoid running out of water, travel and night and camp during the day. Also make sure you get the water from the jar next to Horis's teepee before starting out.

Dear CVG,

I am stuck on all three *Monkey Island* games. I will tell you my problems in order of each game. eg. 1 = *Monkey Island 1.*

1. On part two on the boat, how do you get into that wardrobe in your own cabin?

2. How do you get into the room next to the piano at the tavern in Woodtick? Also, on the back of the box it says there is an optional easy mode. How do you select this?

3. On Mega Monkey, I can get the gold tooth out of Goldbeard's mouth, but how do you get it out of the room?

Please, please answer me, as without being stuck I can enjoy the games a lot more. Thank you.

From Tommy Baker.

CVG:

1. Go into the galley and get the box of cereal from inside the cupboard. Open the cereal and you'll find a small key inside which will open the wardrobe in your room.

2. Go out onto the deck of the ship and go to the back where you'll find an open porthole through which you can climb into the galley.

3. This is a toughie. You need to chew some gum up, then use the tooth with the gum. Now inhale some helium and chew the gum and gold tooth together to make the gum fly out the window. Once outside, use the pie pan to get the tooth out of the puddle.

PLAYSTATION AND NINTENDO 64

MORTAL KOMBAT 4

To access each character's bonus costumes, use this cheat code. Go to the player select screen and highlight your fighter, then **hold Start and press the Block button** however many times you want. Now let go of Start and select your fighter as usual with a new costume and weapon. Each fighter has four extra choices, except Goro who has just the one. Just make sure you try out Johnny Cage's fourth extra outfit – it's a James Bond-style tuxedo complete with Walther PPK!

Here are a load of Kombat Kodes which you should enter on the Versus screen. The numbers show how many times you need to press each button to move on each symbol.

STAGE SELECT CODES

011-011	Goro's Lair
022-022	The Well
033-033	Elder Gods
044-044	Tomb Stage
055-055	Raining Stage
066-066	Snake Stage
101-101	The Dojo
202-202	Living Forest
303-303	The Prison
313-313	Ice Pit

VARIOUS CODES

001-001	Infinite Run
002-002	Weapon Kombat
010-010	Disable Maximum Damage
012-012	Noob Saibot Mode
020-020	Red Rain (for the Raining Stage)
050-050	Explosive Kombat
100-100	Disable Throws
110-110	Disable Maximum Damage and Throws
111-111	Free Weapon
123-123	One-Hit Wins
222-222	Random Weapons
333-333	Randper Kombat
444-444	Armed and Dangerous
555-555	Many Weapons
666-666	Silent Kombat
321-321	Big Head Mode



MELTING POT

SHOW THE WORLD YOUR GAME IDEA!

Original game ideas! Three for a pound! Get your original game ideas here! Welcome once again to another monthly look at the games of the future. The place where fertile minds wax lyrical about what they believe would be the best game ever created. If you want to join the debate, all you need to do is send your game idea to the Melting Pot, keep it under 250 words, and if you're feeling really creative include a screenshot (for those at the back – that means a drawing).

MR T – THE GAME

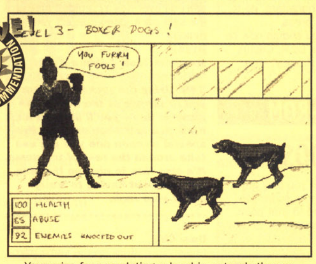
HIGH FIVE! HIGHEST CVG RECOMMENDATION

© Andrew Gardner, 1998

This is my great idea for a game. You control the awesome Mr T, who must fight to save his fellow A-Team members from such evil creatures as the Spice Girls, Superman, Knight Rider and even Satan!

Mr T starts off in his black van and the more dangerously you drive, the more cash you get to do up your van with, or you just add whatever you find to your van to turn it into a supertruck! The second level is a shoot-'em-up, where you have to fire millions of bullets but miss everybody – just like they do in the show!

The final level is a scrolling beat-'em-up, where you punch, head-butt and shout verbal abuse at the evil henchman! "You're dead meat sucker!" Then, the final boss, who's identity will remain secret, will try and force you into a plane! "I ain't gonna go in no plane, you crazy fool!"



Your prize for completing a level is not only the rescue of your A-Team chums, but a new piece of gold jewellery!

Mr T forever!

CVG: The insults, put-downs, anger and rage of T is perfectly captured in this game. Where's the secret ball-eating level though Andrew?

PILLSBURY



© Denam Whitehead, Nuneaton, 1998

In this 3D platform game, you play as the Pillsbury doughboy. Fed up with sounding like Greg Proops and continuously being poked in the gut, Pillsbury decides to make his way through crap advertisement land and kick advertising executive butt.

All the levels that Pillsbury travels through will be all the rubbish adverts the executive has okayed. For example, the ambassador's reception, the crispy chicken dippers kitchen, the Diet Coke office and so on.

In each of these ads will be weapons and items, like the sugar blaster, various Pillsbury products or the BFPG (the Big F*@&in' Pastry Gun) to help Pillsbury survive or destroy level enemies or an end-of-level boss.

Part of the way through the game, if you chance upon a certain secret level and retrieve a trombone you will then have the option of playing as Douglas (the Lurpak Man) for the rest of the game.

The final boss – depending on who you've played as – will either be the ad exec for Pillsbury to kick ass or, for Douglas, the woman who keeps nicking his instrument.

CVG: Yeah, we hate bad adverts too. Especially the one with that little guy made out of dough. What were they thinking! We don't want to eat him, he can walk, talk and breathe. Oh the inhumanity!



ROLL UP, ROLL UP

HIGH FIVE! HIGHEST CVG RECOMMENDATION

©Concannnon, Killarney, 1998

In Roll Up, Roll Up you start as a young circus entertainer with a limited range of skills. You can change to be a clown, acrobat or animal trainer. The challenge is to present your act in a way that is fresh and entertaining to the public but there will be problems. For example, the acrobat can be injured or the animal trainer could be attacked, and it is harder for the clown to be original.

The more entertaining you are to the crowd the more money in your pocket. As you get more experience you can create your own acts and when you retire you can use your money to buy your own circus and hire stuff, advertise, set up the show and keep the acts all happy.

You can even go on tour with your circus – but it will cost you! The aim is to be the world's greatest circus. This could be the world's greatest game. It has more potential than 100 Michael Owens. Please Bullfrog, give us a call and make this game.

CVG: Circuses are smelly and full of sawdust, so a virtual one would be a nice place to visit, but where are the elephants?

GRANNY TURISMO

© Wendholt & Barnes, 1998

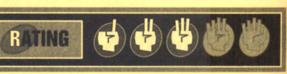
This game is a 3D racing sim. The main characters in this are the older generation. They are all given a standard electric wheelchair to race in, but as the game progresses and they start winning races they earn boiled sweets which they can trade for upgrades of their choice.

Depending on the amount of sweets they have they may be able to afford a new wheelchair. The tracks that they race on will set in different areas depending on how good the wheelchair is. Some of the areas will be the Post Office, the Hospital, Tesco and the Church. On all the races there will be pit stops so they can have a cup of tea and listen to a bit of Vera Lynn or watch the *Antiques Roadshow*.

There will be hazards on the track, depending on where it is. In the supermarket, items will fall off the shelf and block the road for a moment or in the Post Office there could be people walking around on the track.

There will be sub-games or challenges in this game, one of them would be to race around the supermarket and get all the items in your ration book in one minute. As you got better there would be either more items or less time. There would be a reward at the end of the game when you complete it, you get an armchair with twin turbo engines.

CVG: One day the inventors of this game are going to be old, and live in cold homes, with pictures of Hugh Scully on their walls. Please visit them.



THE BEST OF THE REST

We've had a rash of film and TV-based games recently. Take **Jonathan Phelan** for instance – his ideas for **Toy Adventure** (*Tomb Raider* meets *Toy Story*) or **Indiana Jones Trilogy** (just like *Tomb Raider*, but with Harrison Ford) clearly didn't take long to think up. **Gary Thomson** thinks that it would be good to make **Scream: The Game** – although it's based on *Doom*, any game with Courtney Cox in it is good enough for us. An action-adventure game based on *Ghostbusters*, suggested by **TPO Productions** sounds okay, though we're not sure about playing as a girl called Kylie. As for a *FFVII*-style game with the A-Team in it – we say thumbs up **Conor Sheridan**. But the ultimate has to be **Pingu: Escape from Pinga** (pictured first right), from **Official Guy Products**. Imagine *Resident Evil 2* but with penguins and you're halfway there! Then there's the bizarre suggestions – **Craig John Mason** says that **Bus Master** would be a great game. By picking up passengers and dropping them off where they want, you have to complete your route within the time limit. In **Freddy The**

CASINO THE VEGAS SCENARIO

© Charlie Stuart and David Thompson, Carnmoney, Triangle Hard Hard Games, 1998

Casino is a strategy sim. The aim of the game is to build a casino and become the richest most powerful person in Vegas.

It's wise to include the Mafia (mob) or rival Casino's may cause problems. Celebrities visit the Casino, you don't want a star getting assassinated in your joint. Think of the bad publicity you would get. When your casino is going strong and you haven't seen any action for a while why not employ a spy to check out other casinos and get some ideas.

You can interact with anybody, you might get some friends in high places judges, Mafia bosses, cops even loan sharks. The game doesn't have to be all crime. If you want to be a straight and honest manager you can turn down mob deals and make it clear you want nothing to do with them.

You also have to manage the hotel. Providing a place to stay for wealthy people and stars. If you have the cash you can hire bouncers, card dealers, cleaners, hitmen etc.

Casino includes, police, drugbusts, terrorists, bomb threats, suicides, helicopter landing pads for stars, security systems, cash, gambling equipment, carpets, windows, hiring bands, and even the CVG team staying at the hotel. The soundtrack is a seventies funk, and if your casino catches fire you'll hear "burn baby burn".

CVG: Disco Inferno! The only thing you missed out are the rampaging elephants and Joe Pesci!



DIY FIGHTING

© Jonathan Phelan, 1998

HIGH FIVE! HIGHEST CVG RECOMMENDATION

This *Tekken*-style fighting game offers a new idea in a section of the games market that is fast becoming very dull.

It has you designing new moves yourself by testing on a Volvo crash dummy. All the significant parts of the body can be moved realistically so that punches, kicks and even fancy combos can be designed.

Then save these combos and copy them onto an already designed character to make him as suited to you as your *Gran Turismo* cars.

Even the fingers can be moved for sly moves such as eye-gouges etc.

This would help the player to really make the best character in any game and could even pit them against a saved character on your mates machine character allowing memory card battles.

CVG: We guarantee this will happen one day, and fighting games will never be the same again. In the meantime why not go and learn a martial art for real. You get fit whilst doing it, and can break peoples bones and stuff. Wait – forget that last bit!

SCHOOL YARD SCRAPS

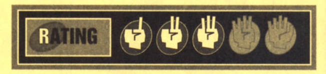
© Wendholt & Barnes, 1998

This game is a 3D fighting game. The idea is to pick your character and progress through stages. You can play a variety of characters including: the school bully, the school wimp and a selection of teachers from art to woodwork. The fights will be staged in different backgrounds depending on who you're fighting.

Each fighter will have their own special move, like a woodwork teacher would throw chisels at you or the science teacher could use some for of acid to stun you. The boss at the end would be the demon head master who attempts to hypnotise you. This fight would be staged in the headteacher's office.

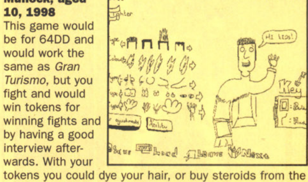
There will be other small games to play if you win with a perfect victory three times in a row. The game will be a corridor style where you have to run around school and cause as much damage as possible. If you complete the game without using a continue you gain the secret characters which are: the caretaker, the receptionist and the gardener.

CVG: Maybe the main character could be a paranoid schizophrenic who thinks all the other kids are after him, that could be good. In the meantime Wendholt & Barnes – see you in detention.



FIGHTERS FREEDOM: REVEAL YOUR BODY

© Lawrence Mullock, aged 10, 1998



This game would be for 64DD and would work the same as *Gran Turismo*, but you fight and would win tokens for winning fights and by having a good interview afterwards. With your tokens you could dye your hair, or buy steroids from the local chemist. You would start off as a poor man who can't even knock out a fly. To being the richest man in the world (boxer). This game would be excellent and have 1-4 players, KO round beat-'em-up and after all that there would be different modes of play which are to win tokens, test fighter etc.

CVG: Lawrence knows a good game when he thinks of it, plus he gives it an awesome title. Just look at that body select screen. Good work from the youngster. Come on people, reveal those bodies!



SCOUT LEADER 98/99

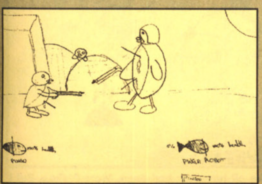
©Owen Harris, Sutton, 1998

This game would be similar to a football management game but you run a scout group. The aim is to have the best scout group in the world. At the beginning you have no money and you can't organise any fun activities and the only way to get new scouts is from the cubs and beavers. As you get richer you will be able to afford better activities so more people will want to join your group. You are only allowed to have 18 scouts in your group so would have to pick the best ones judging from their attributes so you might even have to steal scouts from other groups. After playing this game, people will want to join a real scout group. If everyone did that, there would be no need for technology because all we need would come from nature, so there would be no hate just love which means there would be world peace... all because of my game.

CVG: We think this game would appeal to 0.0001% of mankind, which is a shame because there's such a positive message shining through.



Chicken, mutant turkeys have kidnapped the President and only a human-sized chicken can stop them – that's according to **Jeremy Billiald** anyway. **Gavin Woodworth** wants to see **Entire Devils** (pictured far right) – a *Quake*-style game with characters from EVERY fighting game ever made. Instead of shooting, you fight people along the way and as more beat-'em-ups are released, more characters become available. Talking of fighting, with the World Cup now behind us, there's the obvious hooligan games. **Sasha Van Covny** reckons that **StreetFighter France 98**, where you have to create a bad reputation for your country, is cool. Still, it does have Gazza as a secret character. Personally, we prefer **Water Warz** from **Philip Barry** – choose your character and prepare for the biggest water fight in history! The person who soaks the most people wins... we like that. If that's not to your taste though, you could become a member of the paparazzi, courtesy of **Lawrence Mullock** and **Press: The Game**. Or take the role of the police in a *Grand Theft Auto*-style chase game called **Police, Camera, Action** from Ben Rayner. Then there's **Rage In The Cage**, a fighting game based on the Ultimate Fighting Tournaments held in America thanks to **Kevin Rodenas**, and a *Tomb Raider*-style game where you can assassinate famous and important people called **The Ninja** from **David Young**. Finally, **Grog and Thog: Caveman Heroes**, from **Phil Caruso**, is a 2D platformer where you have to collect various items across the levels – that sounds suspiciously like *Joe & Mac: Caveman Heroes* back from the good ol' days of the SNES.





MELTINGPOT VOICE YOUR GAMING IDEAS TO THE UNIVERSE!

drawinz wot you dun

Now Listen! All drawinz must include your name (clearly printed on the back of your work) to stand a chance of being shown in this section.

This month, FreePlay brings you some of the best drawinz ever seen in any mag made of crappy yellow paper. I'm in real danger of giving all my hard-earned bones away!

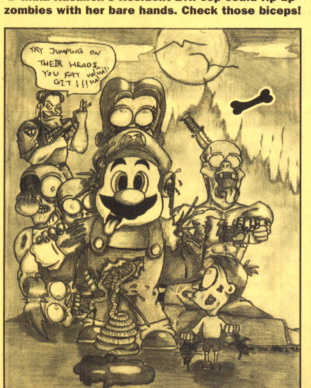
KEY

- Pictures wot have been traced or copied or knocked up in 5 minutes get a turd. DON'T DO IT!
- Originality, creativity, style, fun, and not copied straight off another magazine. DO IT MORE!

What's goin' on here? Don't you like my turds any more? It used to be that you sent in rubbish drawinz just to get one of my highly nutritious, chocolate-textured mini-mountains. Now, you're not giving me any chances to dump on your drawinz – and I do have to dump y'know!



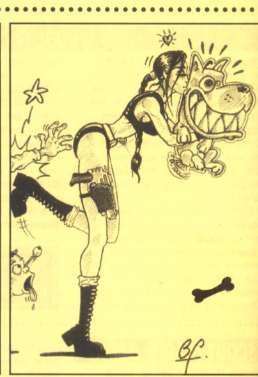
Ilkka Rasanen's *Resident Evil* cop could rip up zombies with her bare hands. Check those biceps!



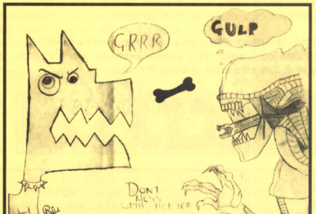
There's no need to insult Mario like that. And if you continue, I'll 'AVE yer. Top drawin' Daniel Burns.



'Haemogoblin' sent us this and other unprintably scary beings. Aaaarrgh!!!



Bertrand Faupin's romantic vision of me and Lara. She's cute, but I prefer my bitches.



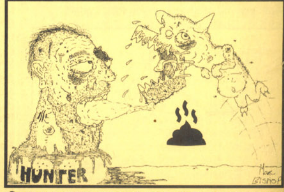
I don't like violence, but you gotta let 'em know who's boss, innit? Cheers, Phillip Hasson.



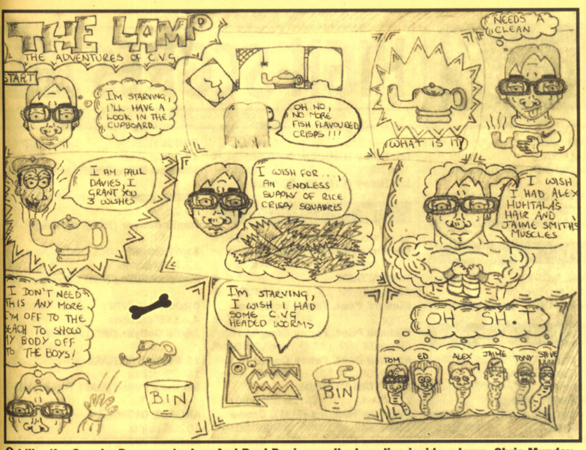
Thanks for making me laugh, Ryan de Haaff. Here's a turd.



Shawn Crerand, what on earth is this? A ludicrous vision of the future.



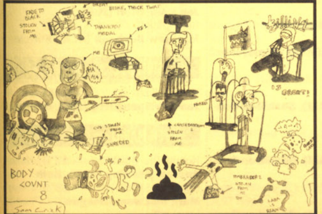
We all have our bad days, Marc Bishop. But I have never EVER looked this bad. Honest.



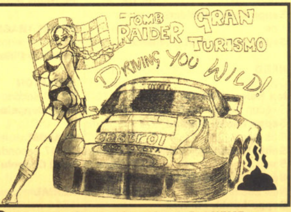
I like the Scooby Doo spectacles. And Paul Davies really does live inside a lamp, Chris Munday.



Jaime Whiting, you have a fantastically warped artistic eye. This monster must live!



Mindless violence, but great drawin', Sam Crick.



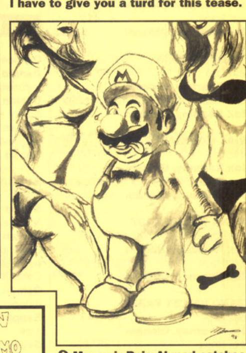
This looks like another advert. But WHAT an advert! I'd buy that for a dollar! Thanks, Will Mallet.



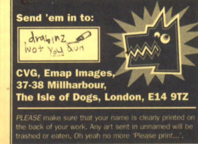
A mix of styles from one of our regular artists, Mai Tran. Thanks.



An awesome vision by The Emperor. I have to give you a turd for this tease.



Muzamir Raja Ahmad catches Mario in a mischievous moment.



Send 'em in to:

CVG, Emap Images, 37-38 Millharbour, The Isle of Dogs, London, E14 9TZ

PLEASE make sure that your name is clearly printed on the back of your work. Any art sent in unnamed will be trashed or eaten. Oh yeah no more 'Please print...'.

drawinz wot you dun

FREEPLAY HIGH SCORES



Are you a hardcore video games player looking for recognition? Simply send us your best scores on the latest and greatest games and if they're good enough, we'll print them in FreePlay. If you can, send us a screen photograph (take it in a dark room with the flash off) along with your three-digit arcade tag name! (BYE)

HIGH SCORES, CVG,
37-39 MILLHARBOUR,
THE ISLE OF DOGS,
LONDON, E14 9TZ

GRAN TURISMO (PLAYSTATION)

HIGH SPEED RING
Best Lap 40"998
Alex Kearney, Oldham
Best Race 1'29"128
Alex Kearney, Oldham

HIGH SPEED RING 2
Best Lap 42"613
Alex Kearney, Oldham
Best Race 1'31"339
Alex Kearney, Oldham

AUTUMN RING MINI
Best Lap 25"960
Alex Kearney, Oldham
Best Race 54"461
Alex Kearney, Oldham

AUTUMN RING MINI 2
Best Lap 25"541
Alex Kearney, Oldham
Best Race 55"412
Alex Kearney, Oldham

TRIAL MOUNTAIN
Best Lap 1'00"118
Alex Kearney, Oldham
Best Race 2'03"139
Alex Kearney, Oldham

TRIAL MOUNTAIN 2
Best Lap 1'05"524
Alex Kearney, Oldham
Best Race 1'59"283
Alex Kearney, Oldham

GRAND VALLEY EAST
Best Lap 44"968
Alex Kearney, Oldham
Best Race 1'39"133
Alex Kearney, Oldham

GRAND VALLEY EAST 2
Best Lap 46"843
Alex Kearney, Oldham
Best Race 1'35"124
Alex Kearney, Oldham

TOMB RAIDER 2 (PLAYSTATION)

ASSAULT COURSE TIME
1'04"4
Nury Gamboa

TEKKEN 3 (PLAYSTATION)

TIME ATTACK
1'29"61 (Xiaoyu)
Andrew Densley (ACD), Bath

SURVIVAL MODE
47 Wins (Xiaoyu)
Andrew Densley (ACD), Bath

TEKKEN FORCE
180540 (Law)
Andrew Li (AND), Neath

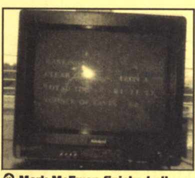
DEAD OR ALIVE (PLAYSTATION)

SURVIVAL MODE
26 Wins (Jann-Lee)
Andrew Li (AND), Neath

RESIDENT EVIL 2 (PLAYSTATION)

Leon (Scenario A) 1.21'27
Mark McEwan, Glasgow
Claire (Scenario B) 1.24'36
Mark McEwan, Glasgow

Claire (Scenario A) 1.26'19
Mark McEwan, Glasgow
Leon (Scenario B) 1.32'55
Mark McEwan, Glasgow



Mark McEwan finished all four *Resident Evil 2* scenarios with A ranks and no saves!

V-RALLY (PLAYSTATION)

EASY
Corsica 42"82
Osman Farooq (OZY), Manchester
Indonesia 51"15
Osman Farooq (OZY), Manchester
Spain 50"94
Osman Farooq (OZY), Manchester
England 57"68
Seppo Lunki (SML), Finland

MEDIUM
Safari 53"72
Seppo Lunki, Finland
New Zealand 1'04"02
Osman Farooq (OZY), Manchester
England 47"96
Ian Haley (IJH), Co. Durham
Corsica 47"81
Osman Farooq (OZY), Manchester
Indonesia 55"08
Seppo Lunki, Finland
Alps 1'05"24
Seppo Lunki (SML), Finland

HARD
Corsica 1'25"52
Ian Haley (IJH), Co. Durham
Sweden Sunny 1'07"72
Seppo Lunki, Finland
Alps Snow 1'06"60
Geoff Searle
Spain 1'12"72
Osman Farooq (OZY), Manchester
New Zealand 1'24"52
Seppo Lunki, Finland
Safari 56"20
Osman Farooq (OZY), Manchester
Sweden Snow 1'19"16
Ian Haley (IJH), Co. Durham
Alps Night 1'14"24
Ian Haley (IJH), Co. Durham

TIME CRISIS (PLAYSTATION)

Story mode 11'21"76
Matthew Hopkins (MAT), Crewe

TIME ATTACK
Stage 1 2'37"50
Richard Peet, Fenny Compton
Stage 2 3'27"46
Richard Peet, Fenny Compton
Stage 3 4'43"46
Richard Peet, Fenny Compton

PLAYSTATION MODE
1-2A-3A-4A 8'52"26
Matthew Hopkins (MAT), Crewe
1-2A-3B-4B 9'29"93
Matthew Hopkins (MAT), Crewe
1-2A-3B-4C 9'33"70
Matthew Hopkins (MAT), Crewe
1-2B-3B-4B 8'24"36
Matthew Hopkins (MAT), Crewe
1-2B-3B-4C 8'36"83
Matthew Hopkins (MAT), Crewe
1-2B-4C 6'12"66
Matthew Hopkins (MAT), Crewe

STREET FIGHTER EX+ ALPHA (PS)

Barrel Game 1,549,400 (Ken)
Gavin Bleasby (GAV), Leeds

HOUSE OF THE DEAD (SATURN)

SATURN MODE
65,742
Fat Ade (ADE)

BOSS MODE
Chariot 18"66
Matthew Pilling (MAF), Merseyside
Hangedman 1'12"68
Matthew Pilling (MAF), Merseyside
Hermit 38"46
Matthew Pilling (MAF), Merseyside

WINTER HEAT (SATURN)

SPEED SKIING
11.484 seconds
Matthew Pilling (MAF), Merseyside

SKI JUMP
154.00 metres
Matthew Pilling (MAF), Merseyside

DOWNHILL
32.35 seconds
Matthew Pilling (MAF), Merseyside

SHORT TRACK SKATING
43.80 seconds
Matthew Pilling (MAF), Merseyside

SKELETON
50.83 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

SLALOM
28.47 seconds
Luigi Coppola (BAT), Bexhill-on-Sea

AERIAL
1514 points
Luigi Coppola (BAT), Bexhill-on-Sea

BOBSLEIGH
42.35 seconds
Matthew Pilling (MAF), Merseyside

SPEED SKATING
34.25 seconds
Jamie Collyer (HOT), Woking

SNOWBOARD
52.78 seconds
Matthew Pilling (MAF), Merseyside

CROSS COUNTRY
4.48.99 seconds
Jamie Collyer (HOT), Woking

11 EVENT OVERALL
14029 points
Matthew Pilling (MAF), Merseyside

ARCADE OVERALL
10289 points
Matthew Pilling (MAF), Merseyside

STEEP SLOPE SLIDERS (SATURN)

EXTREME 0
Best Time 51"44
Joe Jennings, Derby
Best Tricks 3069
Luigi Coppola (BAT), Bexhill-on-Sea

EXTREME 1
Best Time 1'08"80
Jon Pendleton (JON)
Best Tricks 2363
Joe Jennings, Derby

EXTREME 2
Best Time 1'10"04
Jon Pendleton (JON)
Best Tricks 2589
Matthew Bushnell (ACE), Enfield

EXTREME 3
Best Time 1'22"00
Joe Jennings, Derby
Best Tricks 3086
Matthew Bushnell (ACE), Enfield

ALPINE
Best Time 1'01"08
Jon Pendleton (JON)
Best Tricks 2442
Joe Jennings, Derby

SNOWBOARD PARK
Best Time 1'22"44
Jack Wilkinson (JAK), Liverpool
Best Tricks 2971
Matthew Bushnell (ACE), Enfield

HALF PIPE
Best Time 26"04
Jon Pendleton (JON)
Best Tricks 2562
Matthew Bushnell (ACE), Enfield

YOSHI'S STORY (NINTENDO 64)

Tower Climb 5641
Jan-Erik Spangberg (JES), Sweden

SUPER MARIO 64 (NINTENDO 64)

Koopa The Quick 17"0
Andrew Densley (ACD), Bath
Princess Slide 15"6
Mark McEwan, Glasgow
Level 13 180 coins
Michael Lai, Liverpool

STAR WARS: SHADOWS OF THE EMPIRE (N64)

Mos Eisley and Beggars Canyon
3 minutes, 38 seconds
David Macfarlane (DSJ), Glasgow

DIDDY KONG RACING (NINTENDO 64)

ANCIENT LAKE
Best Lap 12"51
Adam Charlton (AJC), Huntingdon
Best Race 38"01
Adam Charlton (AJC), Huntingdon

FOSSIL CANYON
Best Lap 22"35
Adam Charlton (AJC), Huntingdon
Best Race 1'09"61
Adam Charlton (AJC), Huntingdon

JUNGLE FALLS
Best Lap 13"26
Adam Charlton (AJC), Huntingdon
Best Race 43"65
Adam Charlton (AJC), Huntingdon

HOT TOP VOLCANO
Best Lap 24"96
Remy Kamermans (RMK), Holland
Best Race 1'16"25
Remy Kamermans (RMK), Holland

WHALE BAY
Best Lap 19"01
William Pilling (WIL), Merseyside
Best Race 1'04"76
William Pilling (WIL), Merseyside

PIRATE LAGOON
Best Lap 23"60
William Pilling (WIL), Merseyside
Best Race 1'16"93
William Pilling (WIL), Merseyside

CRESCENT ISLAND
Best Lap 22"76
Adam Charlton (AJC), Huntingdon
Best Race 1'11"40
Adam Charlton (AJC), Huntingdon

TREASURE CAVES
Best Lap 18"56
Jonathan Phelan (BOD)
Best Race 57"33
Adam Berry (BEZ), Bolton

EVERFROST PEAK
Best Lap 31"61
William Pilling (WIL), Merseyside
Best Race 1'38"25
William Pilling (WIL), Merseyside

WALRUS COVE
Best Lap 32"00
Adam Charlton (AJC), Huntingdon
Best Race 1'38"53
Adam Charlton (AJC), Huntingdon



Adam Charlton (aka AJC) is the current Walrus Cove King!

SNOWBALL VALLEY
Best Lap 20"03
Jonathan Phelan (BOD)
Best Race 1'02"86
Jonathan Phelan (BOD)

FROSTY VILLAGE
Best Lap 21"00
Peter Veal, Bury St Edmunds
Best Race 1'06"76
Peter Veal, Bury St Edmunds

BOULDER CANYON
Best Lap 33"51
William Pilling (WIL), Merseyside
Best Race 1'46"63
William Pilling (WIL), Merseyside

GREENWOOD VILLAGE
Best Lap 28"36
Jimmy G (JAM), Watford
Best Race 1'31"11
Jimmy G (JAM), Watford

WINDMILL PLAINS
Best Lap 31"75
Adam Charlton (AJC), Huntingdon
Best Race 1'38"45
Adam Charlton (AJC), Huntingdon

HAUNTED WOODS
Best Lap 19"66
James Vincent (JMS), Co. Kildare
Best Race 1'02"56
James Vincent (JMS), Co. Kildare

SPACEDUST ALLEY
Best Lap 38"60
William Pilling (WIL), Merseyside
Best Race 1'58"80
William Pilling (WIL), Merseyside

DARKMOON CAVERNS
Best Lap 35"96
Adam Charlton (AJC), Huntingdon
Best Race 1'49"71
Adam Charlton (AJC), Huntingdon

STAR CITY
Best Lap 34"00
James Vincent (JMS), Co. Kildare
Best Race 1'47"83
James Vincent (JMS), Co. Kildare

SPACEPORT ALPHA
Best Lap 34"95
Jan-Erik Spangberg (JES), Sweden
Best Race 1'47"90
Jan-Erik Spangberg (JES), Sweden

MARIO KART 64 (NINTENDO 64)

LUIGI RACEWAY
Best Lap 26"51
The Ultimate (TUL), The Netherlands
Best Race 1'21"94
The Ultimate (TUL), The Netherlands

MOO MOO FARM
Best Lap 24"97
Suman Miah (SUM), London
Best Race 1'16"76
David Hines (EYE), Doncaster

KOOPA TROOPA BEACH
Best Lap 26"69
Paul Svensson (AAH), Sweden
Best Race 1'23"69
David Hines (EYE), Doncaster

KALIMARI DESERT
Best Lap 34"04
David Hines (EYE), Doncaster
Best Race 1'49"50
David Hines (EYE), Doncaster

TOAD'S TURNPIKE
Best Lap 30"07
David Hines (EYE), Doncaster
Best Race 1'35"20
David Hines (EYE), Doncaster

FRAPPE SNOWLAND
Best Lap 5"48
David Hines (EYE), Doncaster
Best Race 25"34
The Ultimate (TUL), The Netherlands

CHOCO MOUNTAIN
Best Lap 23"08
David Hines (EYE), Doncaster
Best Race 1'14"47
David Hines (EYE), Doncaster

MARIO RACEWAY
Best Lap 16"54
Paul Svensson (AAH), Sweden
Best Race 54"00
David Hines (EYE), Doncaster

WARIO STADIUM
Best Lap 03"98
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 22"41
George Papapetrou (GEO), London

SHERBERT LAND
Best Lap 33"28
David Hines (EYE), Doncaster
Best Race 1'41"17
David Hines (EYE), Doncaster

ROYAL RACEWAY
Best Lap 33"04
David Hines (EYE), Doncaster
Best Race 1'44"41
David Hines (EYE), Doncaster

BOWSER'S CASTLE
Best Lap 37"78
David Hines (EYE), Doncaster
Best Race 1'55"60
David Hines (EYE), Doncaster

DONKEY KONG'S JUNGLE PARKWAY
Best Lap 4"35
The Ultimate (TUL), The Netherlands
Best Race 35"28
The Ultimate (TUL), The Netherlands

YOSHI VALLEY
Best Lap 9"33
Tatu Luostarinen (TJL), Helsinki, Finland
Best Race 30"73
David Hines (EYE), Doncaster

BANSHEE BOARDWALK
Best Lap 35"12
The Ultimate (TUL), The Netherlands
Best Race 1'47"28
The Ultimate (TUL), The Netherlands

RAINBOW ROAD
Best Lap 1'16"52
David Hines (EYE), Doncaster
Best Race 3'53"34
David Hines (EYE), Doncaster

TUROK: DINOSAUR HUNTER (N64)

Training Mode 2'17
Mark McEwan, Glasgow

WAVE RACE 64 (NINTENDO 64)

DOLPHIN PARK
Stunt Score 27688
Geraldo Freitas (GER), London

SUNNY BEACH
Best Lap 0'20"869
Barry Morgan (BAD), Luton
Best Race
1'05"375
Stephen Wake, Doncaster
Stunt Score
20956
Matthew Hopkins (MAT), Crewe

SUNSET BAY
Best Lap 0'20"572
B. Morgan, Luton
Best Race 1'08"216
B. Morgan, Luton
Stunt Score 22095
Matthew Hopkins (MAT), Crewe

DRAKE LAKE
Best Lap 0'24"196
B. Morgan, Luton
Best Race 1'15"111
B. Morgan, Luton
Stunt Score 23096
James Vincent (JMS), Co. Kildare

MARINE FORTRESS
Best Lap 0'23"357
Greg Ihnatenko, Cheshire
Best Race 1'18"989
Chris Murphy (CHR), Manchester
Stunt Score 31380
James Vincent (JMS), Co. Kildare

PORT BLUE
Best Lap 0'27"908
B. Morgan, Luton
Best Race 1'27"423
B. Morgan, Luton
Stunt Score 37246
James Vincent (JMS), Co. Kildare

TWILIGHT CITY
Best Lap 0'29"255
B. Morgan, Luton
Best Race 1'30"524
B. Morgan, Luton
Stunt Score 37246
James Vincent (JMS), Co. Kildare

GLACIER COAST
Best Lap 0'26"804
Greg Ihnatenko, Cheshire
Best Race 1'26"466
Greg Ihnatenko, Cheshire
Stunt Score 36080
James Vincent (JMS), Co. Kildare

SOUTHERN ISLAND
Best Lap 0'24"798
B. Morgan, Luton
Best Race 1'17"985
B. Morgan, Luton
Stunt Score 35350
James Vincent (JMS), Co. Kildare

RAIDEN FIGHTERS (ARCADE)

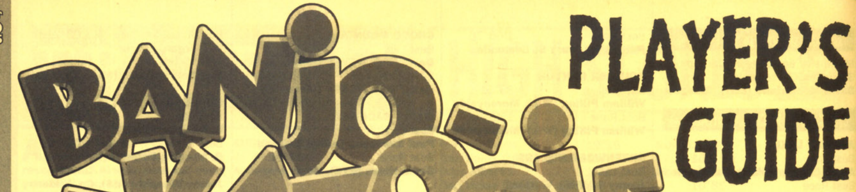
101,048,370
Rusevelt Roberts (MILLS), London

HOUSE OF THE DEAD (ARCADE)

70,140 (All scientists saved)
Michael John Laxton (MJL), Manchester







PLAYER'S GUIDE

Winnie The Pooh he ain't. Join Banjo and his mate Kazooie on a quest to save little Tootie from a fate worse than death – ugliness!

Okay, so we realise that you might feel a little daunted – after all, *Banjo Kazooie* is a HUGE game. But never fear because we will guide you through from the rolling fields of Mumbo's Mountain to the final clash with Gruntilda herself!

STARTING WITH THE BASICS

They might seem obvious, but take heed of these pointers or you'll end up just another rug on the floor...

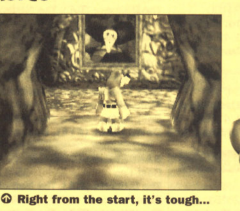
ALL THE RIGHT MOVES
Make sure you can pull off all the basic moves with ease, especially the rolling and jumping attacks and double jump - you'll kick yourself if you fluff up and wind up dead. Remember, practice makes perfect!

...AND I LIVE IN A HOLE
Throughout the game, you'll meet Bottles the mole who teaches you new moves. Don't forget though that you can't do a move until he trains you to do it, so don't panic – if you don't know a move yet, you don't need it.

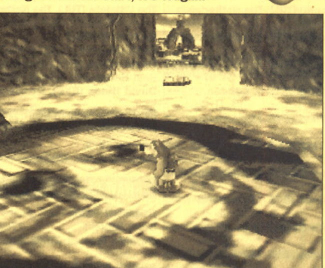
SISTER SISTER
Brentilda is Gruntilda's "gorgeous" sister who tries to help you through the game. But even though what she says sounds like meaningless rubbish, MAKE A NOTE OF IT. You'll thank her in the long run...

KNOW YOUR PLACE
Try to keep track of where everything is in Gruntilda's Lair, and especially in each level. Take the time to wander round and get your bearings. There's going to be plenty of back-tracking along the way, so you have to stay focused. But if you lose concentration for a moment, you might end up running round in circles for ages.

SECRETS, TRICKS AND SHORTCUTS
All through the game, there are shortcut cauldrons that you can use to jump around the castle. You need to find two of the same colour to activate the shortcut. Also, you might find Cheato the Spellbook hidden away. He'll give you codes that you can use to help you along, but they will only work when you've found him. If you start again, you won't be able to use the codes until you get them again, so don't try it!



Right from the start, it's tough...



Don't be intimidated by Gruntilda and her constant butting in – keep your cool and Tootie will be just fine!



Here's Brentilda. Lovely little lady, isn't she?



And here's Bottles the mole – your mentor.

GRUNTILDA'S LAIR

DON'T FORGET!

Apart from jiggy 1, each jiggy in the lair will only appear once you've pressed the Witch Switch in the relevant level.

Jigsaw Locations:

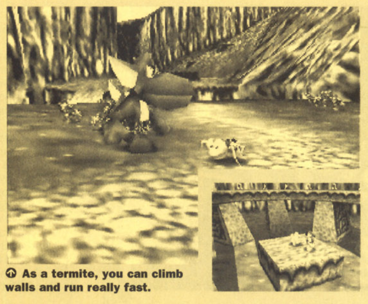
1. On top of ledge left inside front door.
2. On top of Mumbo's Mountain entrance. Turn into a termite and leave level, then climb hill to get it.
3. Shot out of the cannon right of Treasure Trove Cove entrance. Use Flapflips to reach it.
4. Use Beak Buster on the eyes of the witch on the floorplate near Clanker's Cavern puzzle.
5. Find the Shock Jump switch near giant urn, then use Shock Jump that appears to jump into the urn.
6. Very high up, above the Freezeezy Peak entrance. Hit the flight switch below it, then grab the speedy shoes and run to the flight pad in the spider's lair. Use it to reach the jiggy. Spider's web in the way?
7. Use the Shock Jump by the urn to reach the top of the sarcophagus.
8. Use the flying pad in the spider's lair again, this time Beak Bombing into the witch's right eye to get the jiggy.
9. In cave with three pipes above water level in the room beyond the spider's lair.
10. Right at the very top of the tree opposite the Click Clock Woods entrance. Fly up as a bee to get it.

THE FINAL BATTLE?

If you've managed to get this far, great. If you used our guide, even better. But now you're on your own... And even if you do make it through 'Grunty's Furnace Fun', have you got enough jiggies left to carry on?

MUMBO'S MOUNTAIN

Puzzle Location: First right inside Gruntilda's Lair, at the top of the hill.
Entrance Location: Opposite Puzzle
Honeycomb Locations:
1. Knock three of the totem stones out (see right), then jump on the last one and do a Flapflip.
2. As a termite, run down the grey slope next to the water.
Witch Switch Location: On the left above Chimpy's platform.



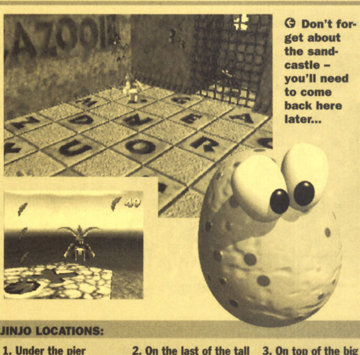
As a termite, you can climb walls and run really fast.

JIGSAW LOCATIONS:
1. Halfway up the green slope next to the start.
2. Fire eggs into the mouths of the totem pole.
3. Beak Buster all of the huts by Mumbo's house.
4. Go to Congo's tree and stand on the orange blocks. Move when he throws oranges at you so that they hit the blocks. Hit all three to get the jiggy.
5. Feed Chimpy the orange from Congo's tree.
6. Use Chimpy's platform to jump up and to the right. Hit Congo with three eggs.
7. Turn into a termite and then climb up the inside of the termite mound.
8. In the middle of Stone Henge.
9. In the left eye of Mumbo's house.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. At the bottom of the hill opposite the start pad.
2. On the small island in the water.
3. Inside the fourth hut outside Mumbo's house.
4. On top of Stone Henge.
5. On the orange sloped hill right of Congo's tree.

TREASURE TROVE COVE

Puzzle Location: On the other side of the first note door, to the right.
Entrance Location: Up the slope and through the mouth cave at the bottom of the waterfall.
Honeycomb Locations:
1. On a floating crate left of the sandy island.
2. In the water right of Nipper (mind Snacker the Shark!)
Witch Switch Location: Behind the lighthouse.



Don't forget about the sandcastle – you'll need to come back here later...

JIGSAW LOCATIONS:
1. Find the bucket and spit out two eggs behind you into it. Go inside the sandcastle and spell out 'BanjoKazooie' with the letters on the floor.
2. Kill Nipper by hitting him in the face three times with the Rat-a-tat Rap. After that, get inside his shell.
3. Use the left-hand Shock Jump pillars to jump higher until you get to the platform with it on.
4. Swim to the bottom of the pool at the top of the wooden stairs.
5. Follow the narrow path leading from the bottom of the wooden stairs. Jump along the crates and platforms until you reach an alcove.
6. Collect the two golden treasures from inside the ship and give them to Captain Blubber.
7. Fly from the crow's nest of the ship into the cave on the left and jump inside the chest.
8. Beak Buster all the red crosses.
9. At the top of the lighthouse.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. Under the pier where you start – mind the shark!
2. On the last of the tall Shock Jump pillars on the right.
3. On top of the big ship's mast.
4. On the very narrow ledge near the top of the wooden stairs.
5. On top of a tree around the bottom of the lighthouse.

CLANKER'S CAVERN

Puzzle Location: Use the Shock Jump opposite the Treasure Trove Cove puzzle.
Entrance Location: Jump on the big pipe above the waterfall and go through the pipe above that. Press the switches to reach the entrance.
Honeycomb Locations:
1. On the right of Clanker, find the pipe sticking slightly down into the water and swim up into it.
2. When collecting Jinjo 5, Beak Buster the next grating along.
Witch Switch Location: Inside Clanker's airhole (you can't miss it!)

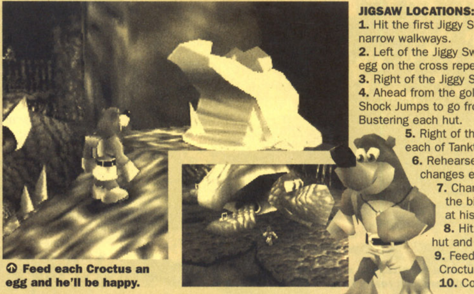
Get all the green rings but avoid the blue ones.

JIGSAW LOCATIONS:
1. Under the water on the right of Clanker, swim through the pipe left of the grill.
2. Kill all the mutant crabs through the green pipe behind Clanker's tail.
3. Swim right to the bottom and swim through the key three times.
4. Run up Clanker's tail and fire three eggs at the metal grill.
5. Stand on the bolt in Clanker's airhole. When you go up, follow the pipe.
6. When the bolt goes up, jump inside Clanker. Now run the gauntlet of shredders to the far end.
7. Use your new invincibility to run through the shredders.
8. Jump and swim through all the green hoops before the timer runs out. Use the flying disc to reach the jiggy.
9. Knock out Clanker's gold teeth with eggs and go inside.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. Use the ladder near the start pad and follow the pipes.
2. At the bottom by Clanker's key.
3. Through the pale green tunnel on the left of Clanker.
4. Inside Clanker, at the bottom of the underwater pit.
5. Beak Buster the grill at the top of the pipe left of the Shock Jump.

BUBBLEGLOOP SWAMP

Puzzle Location:
Through the tunnel left of the Clanker's Cavern entrance.
Entrance Location:
Down the tunnel at the top of the slope, behind the second note door.
Honeycomb Locations:
1. When with the Tiptup Choir, jump up from the conductor's pedestal.
2. On the ceiling of Mumbo's hut.
Witch Switch Location:
Under the third hut on the pillars.



Feed each Croctus an egg and he'll be happy.

JIGSAW LOCATIONS:
1. Hit the first Jiggy Switch and leg it along the narrow walkways.
2. Left of the Jiggy Switch, ride the lilyleaf and hit the egg on the cross repeatedly until it hatches.
3. Right of the Jiggy Switch, kill all the golden frogs.
4. Ahead from the golden frogs, use the Shock Jumps to go from pillar to pillar, Beak Bustering each hut.
5. Right of the golden frogs, Beak Buster each of Tanktup's feet.
6. Rehearse with the Tiptup choir (this changes every game).
7. Change into a crocodile, crawl inside the big croc's nose and beat Mr Vile at his own game – no tips, just do it!
8. Hit Jiggy Switch 2 near Mumbo's hut and run over the walkway.
9. Feed the five different Croctuses an egg.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. On the pillar next to the first bridge.
2. In an alcove on the return trip from getting jiggy 1.
3. On top of a tall pole behind the big crocodile.
4. In the water behind Tanktup.
5. Turn into a croc and explore under the tall hut pillars.

FREEZEEZY PEAK

Puzzle Location:
Through the tunnel behind the Bubblegloop swamp entrance.
Entrance Location:
Through the frozen tunnel on the left behind the third note door.
Honeycomb Locations:
1. Under one of the evil Snowmen.
2. Through the water in Wozza the Walrus's cave.
Witch Switch Location:
Under one of the evil Snowmen.



Watch out for the evil Snowmen – they're nasty. But the tree is nice.

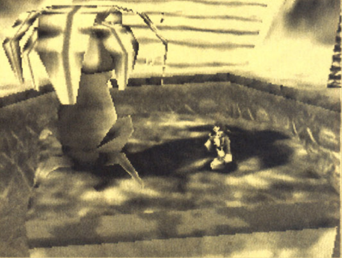


JIGSAW LOCATIONS:
1. Help the Fairy Lights get to the tree, hit the 'ON' switch with three eggs, leg it to the flying pad on the left (on top of the presents) and fly through the star on top of the tree three times.
2. Use the sledge from the top of the Snowman.
3. In the end of the Snowman's pipe.
4. Fire a Beak Bomb at each of the three targets on the Snowman's stomach.
5. Give the three presents to the polar kids in the igloo. They are inside the tree, on the Snowman's nose and an island behind the Snowman's legs.
6. Beat Boggy at the Sledge Race as a walrus.
7. Beat Boggy again, this time as Banjo on foot. You must have been in Gobi's Valley and learnt how to use the Speed Shoes for you to win.
8. Beak Bomb all the evil Snowmen and it'll appear on top of the big Snowman's hat.
9. Go outside Wozza's cave as a walrus and he'll give it to you.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. By the flying pad on the presents.
2. On top of the Snowman's broom.
3. In Mumbo's hut.
4. In Wozza the Walrus's cave.
5. Behind the log cabin with the chimney.

GOBI'S VALLEY

Puzzle Location:
Hanging over the lava pit.
Entrance Location:
Right of the giant urn.
Honeycomb Locations:
1. Hit the switch just behind the Sun pyramid, then fly through the ring-shaped cactus.
2. After getting Jiggies 5 and 6, jump on the magic carpet by Jinxie to find Gobi again. Do a Beak Buster on him to get the honeycomb.
Witch Switch Location:
In a dead end in the tomb maze.



Once you've freed Gobi, come back to this tree and you can give it some water.

Jigsaw Locations:
1. Inside Jinxie. Fire eggs at each statue to raise the carpets.
2. Inside the Kazooie pyramid. Get five eggs in Rubee's basket and use his snake as a rope.
3. Inside the Star pyramid. Just swim to the bottom of the pool.
4. Inside the Sun pyramid. Beak Buster the squares to turn them over and match all the pairs.
5. Free Gobi the Camel by doing a Beak Buster on the rock next to him.
6. By the shriveled tree, do a Beak Buster on Gobi.
7. Chase Grabba around with the Speed Shoes and snatch the jiggy out of his hand.
8. When the middle area fills up with water, fire three eggs into the Jinxie statues. Repeat with the other two, run into the pyramid and leg it through the maze.
9. Using the flying pad on Jinxie's back, fly through the 'Ancient Rings' around the level.
10. Collect the Jinjos.

JINJO LOCATIONS:
1. Right behind you at the starting pad.
2. Floating on a magic carpet inside Jinxie.
3. Hidden in an alcove behind the Sun pyramid.
4. In the water around the bottom of the central pillar.
5. In a pot at the end of the tomb maze.

MAD MONSTER MANSION

Puzzle Location:
In the top alcove through the water tunnels behind the fifth note door.
Entrance Location:
On the other side of the lava pit.
Honeycomb Locations:
1. Under the floorboards in one of the upstairs windows of the house.
2. High up in the rafters of the church.
Witch Switch Location:
High up in the rafters of the church.



The weather vane is easy enough, but the dash to the church is a real pain in the neck.

JIGSAW LOCATIONS:
1. In the last barrel on the right in the cellar.
2. Jump down the chimney of the house. Now get across the room without touching the floor and waking the ghost.
3. In the bucket at the bottom of the well.
4. At the top of the weathervane on the church.
5. Stand on Tumblar and spell out 'BanjoKazooie' on the Ouija Board.
6. As the pumpkin, flush yourself down the toilet on the second floor and collect the jiggy in the drain.
7. Still as the pumpkin, get onto the second floor of the house by jumping through the gap in the wall by the maze. Jump into one of the windows and flush yourself down the toilet.
8. Still on the second floor, run along the guttering and fall down the drainpipe.
9. Get the Speed Shoes, get inside the church and play the organ with Motzand. As he hits the notes, Beak Buster onto them at the same time.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. In the third barrel on the left in the basement.
2. On top of the small chimney on the roof of the house.
3. On top of the 4-poster bed in the large window of the house.
4. On a pillar in the middle of the small pond.
5. In the top left-hand corner of the maze.

RUSTY BUCKET BAY

Puzzle Location:
In the cave above and to the right of the Rusty Bucket Bay entrance.
Entrance Location:
Through the water tunnels behind the fifth note door.
Honeycomb Locations:
1. By Jingo 1, swim underwater into the shed, hit the switch and use the flying pad to reach it.
2. At the bottom of the second large funnel, in the hole above the door into the engine room.
Witch Switch Location:
On top of the tall grey tower near the back of the boat.

Blowing the whistles is fun – you've just got to find what order to push them in.



JIGSAW LOCATIONS:
1. Over the first Toll Bridge, run over the roof and smash the clear glass.
2. Blow the whistles on the front of the boat in the right order.
3. Jump onto the cage, climb up the rope and along the first crane. Hit the up switch, then leg it back.
4. Get to the top of the first funnel.
5. Hit the fan switch inside the smoke pipe at the back of the boat, go back to the second funnel and run through the engine room.
6. Hit the rotor switches in the engine room, then swim into the rotors at the back of the boat
7. Save the dolphin. Swim up inside where the anchor enters the boat, then push the switch.
8. Get onto the big TNT box, climb the rope and down the second crane. Hit the down switch, then go into the hold and kill Boss Boom Box.
9. Find the breakable porthole on the right of the boat near the front. Go in and smash the door.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. On a buoy over the first Toll Bridge.
2. In the large vat of toxic chemicals.
3. In the second blue crate right of the first crane.
4. On the ledge past the third Toll Bridge.
5. Under the grill to the right of the start pad. Swim to get him.

CLICK CLOCK WOODS

Puzzle Location:
Through water on left of Treasure Trove Cove tunnel. But where's the jigsaw pad?
Entrance Location:
Through the sixth note door above the water filled tunnels.
Honeycomb Locations:
1. Beak Bomb the window above Nabnut's front door in Winter.
2. Swim through the icy water and into Gnawty's house in Winter.
Witch Switch Location:
On a ledge next to an evil Snowman

Eyrie the Mighty Eagle is a demanding little birdy – all he does is sleep and eat

Jigsaw Locations:
1. In Spring, inside the door at the very top of the tree.
2. Smash the rock blocking Gnawty's house on the Summer stage, then visit him in the Autumn.
3. Jump across the green leaves on the side of the tree halfway up on the Summer level.
4. Inside the wasp's nest in Summer.
5. In Summer inside the treehouse.
6. Plant five eggs in the Spring in the dirthole, then jump on Gobi in the Summer and Autumn to water it. Jump down onto the flower from the wasp's nest.
7. Hatch Eyrie the Eagle in the Spring, then feed him five caterpillars in Summer and ten in Autumn before visiting him in Winter.
8. Collect six acorns for Nabnut the Squirrel in Autumn.
9. On a ledge right near the top of the tree in Winter. You need to fly to get it.
10. Collect the Jinjos.

JINJO LOCATIONS:

1. Inside the wasp's nest in Spring – be a bee to get it.
2. In the Venus Flytrap at the very top of the tree in Spring.
3. Hidden in the long grass left of the start in Summer.
4. On a pile of leaves near to the dirthole in Autumn.
5. On top of Mumbo's house in Winter.

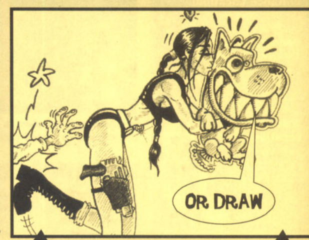
WRITE FOR FREEPLAY

WRITE TO FREEPLAY AT THIS ADDRESS, BUT MAKE SURE TO WRITE ON THE ENVELOPE WHAT IT CONTAINS (eg HIGH SCORES, DRAWINZ). OTHERWISE THE ENSUING CHAOS WILL MESS WITH OUR MINDS TO THE POINT THAT WE'RE ALL UNABLE TO PRODUCE OUR MAG.

FREEPLAY

COMPUTER AND VIDEO GAMES,
37-39 MILLHARBOUR, THE ISLE OF DOGS,
LONDON, E14 9TX

Once again, we face the final page of your beloved FreePlay. It's been a great issue. You've sent in some fantastic drawinz to Hunter, and you've had some great ideas for Melting Pot. One of the ideas, Mr T – The Game, was awesome! (*'Shut up fool!' – ed.*) That's it for another month, but we'll be back as soon as we've had a chance to sort through stuff you've sent in for the next issue. Keep it coming, but please mark all contributions clearly.



TIPS

Whether you're a beginner or an expert, you'll find this section easy get into. It's got loads and loads of tips to help you play your favourite games even better than you did before. And if you want to share the secret of your success with others, send in your own tips. But make sure they're original – not copied from anywhere else, or we'll know...

HIGH SCORES

Get a new game, spend all your spare time indoors getting really high scores. Then send them in to us and we'll tell all your friends how brill you are. Plus we can guarantee a high status with the toughest gang in the 'hood! But we need some kind of proof – a picture of you and the screen will do.

DRAWINZ

If you fancy yourself as a bit of an artist, send in your best drawinz to this section, where our resident art critic Hunter the Dog will praise it by awarding it a bone, or condemn it by giving it a turd!

MELTING POT

It's a fertile land is Melting Pot, with no sign of there being a dry patch anywhere. You send us the seed of your ideas, we'll plant them, and we can all watch them grow.

MOST WANTED

Ever get the feeling no-one listens to you? Well, it wouldn't be true with our mag. Send us a list of things that you most want. They have to be games-related, so don't write in things like "a brand new pair of Predator football boots", (try that in Saint & Keysie.) Then we'll print a list on the front cover of FreePlay of things you lot out there most want. FreePlay... the listening mag.

BEST/WORST

This is a relatively new bit of FreePlay. Tell us what you like and don't like about CVG, so we can do more of what you like and do less of what you don't like. For example, you might think the cover we've done this month was brill – or bad. Let us know. Tell us which games you enjoyed reading about and which ones you didn't. Or whatever.

FREEPLAY FAN

Fanzines are great things. They're great fun to create and it's fun to show them to others. If you send in your fanzine, we'll print a picture of the cover and tell the world about it. If you're lucky, we'll politely send it back.

MOST WANTED

IN ORDER OF IMPORTANCE

1 ....
2 ....
3 ....
4 ....
5 ....

THAT LARA. SHE LOVES ME, WANTS A DATE. BUT SHE'S NOT MY TYPE. I PREFER MY FOUR-LEGGED FRIENDS. LARA'S TWO SHORT OF A FULL COMPLIMENT.

CVG'S BEST/WORST

LET US KNOW WHAT YOU REALLY THINK ABOUT YOUR FAVOURITE GAMES MAG!

PLEASE SPECIFY BEST OR WORST IN EACH CASE

1 BEST/WORST COMING SOON ....
2 BEST/WORST REVIEW ....
3 BEST/WORST EDITORIAL PICTURE/FAVE TEAM MEMBER ....
4 BEST/WORST DRAWIN' ....
5 BEST/WORST DESIGNED PAGES ....
6 BEST/WORST COVER ....
7 SUGGEST A CATEGORY ....
8 SUGGEST A CATEGORY ....